

MARIO MANIA

Nintendo®

PLAYER'S GUIDE

Official
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Seal of Quality

All the secrets of Super Mario World plus a whole lot more about Mario—only from Nintendo



MARIO MANIA

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THE MANY WORLDS OF MARIO

Welcome to the many worlds of Mario. In this book you will have a chance to learn all about Nintendo's world-famous video game hero: how he got his start (he wasn't always the hero), what makes him so appealing to all ages and nationalities. After an exploration of Mario the character, we turn to an in-depth look at Mario's latest and most extraordinary video game—Super Mario World for the Super NES.

Why report on a video game character? We think there are several excellent reasons. Video games are a phenomenon of our time, and the characters who inhabit our favorite games become part of our culture. Mario is the best example of how popular a video game character can become. The Brooklyn plumber with the funny mustache is fondly recognized around the world. Part of that popularity comes from the excellence of the games in which Mario appears, but some of it is because of his character—that of a feisty but determined fellow who might stomp a meddling Koopa but would never hurt an innocent flea.

Over the past ten years the character of Mario has become linked to the company that created him as both a mascot and an ambassador for Nintendo. The special relationship between Mario and Nintendo is emphasized every time a new Mario game appears, because Nintendo showcases the latest advances in programming techniques and technology with Super Mario games. This has never been more true than it is with the simultaneous introduction of Super Mario World and the Super NES. The depth of play and challenge in this game is a direct result of programmers taking advantage of all that the new technology allows. What that means for Nintendo Power is a chance to present a vast new world that is absolutely bursting with secrets and tips.

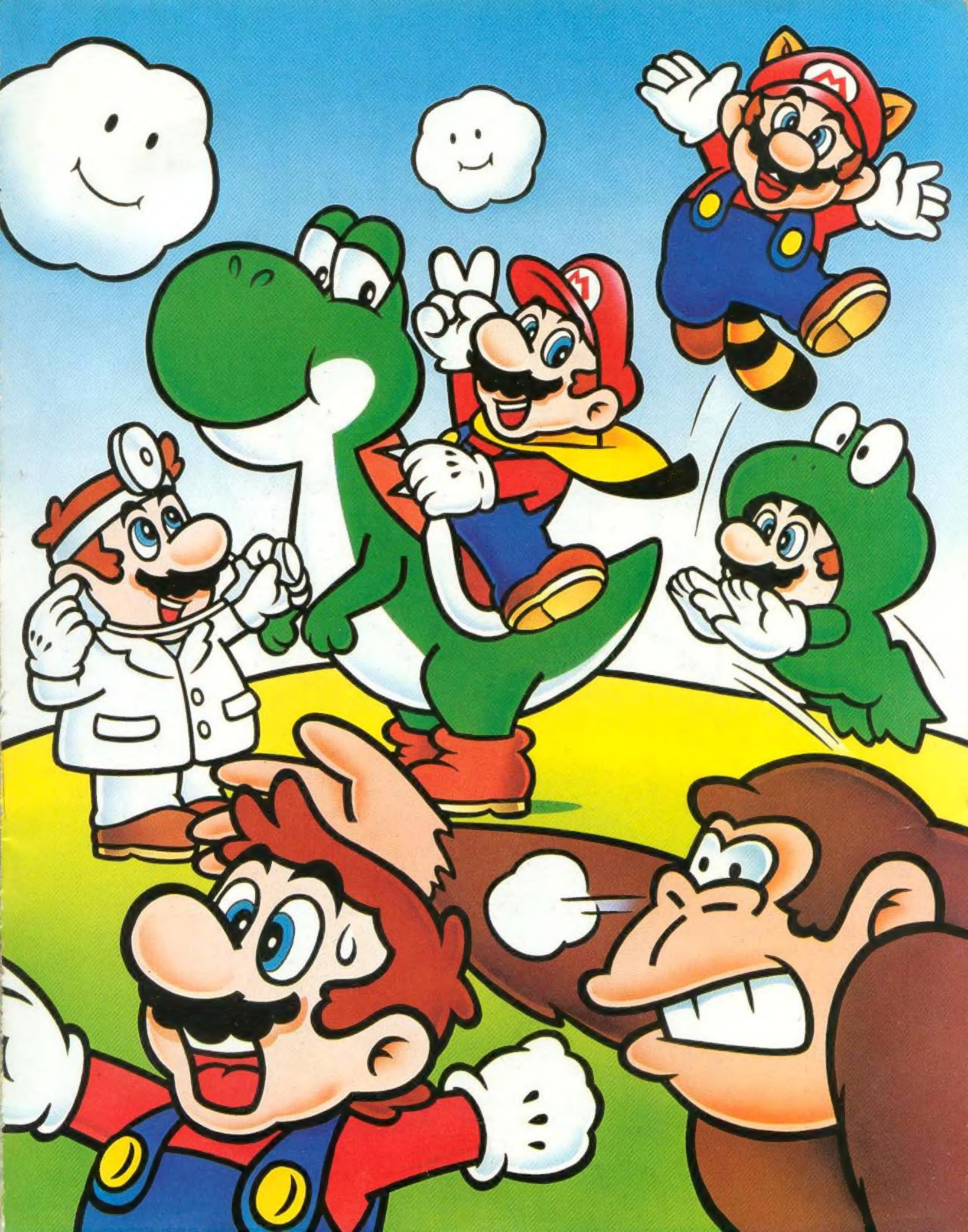
This book contains the most intense look ever at one game. We have included more than 130 pages of maps, charts, tips and tricks on Super Mario World. All in all, we think you'll find this a fascinating exploration, from an exclusive interview with Mario's creator to a fun look at Mario's many roles in the video game world.

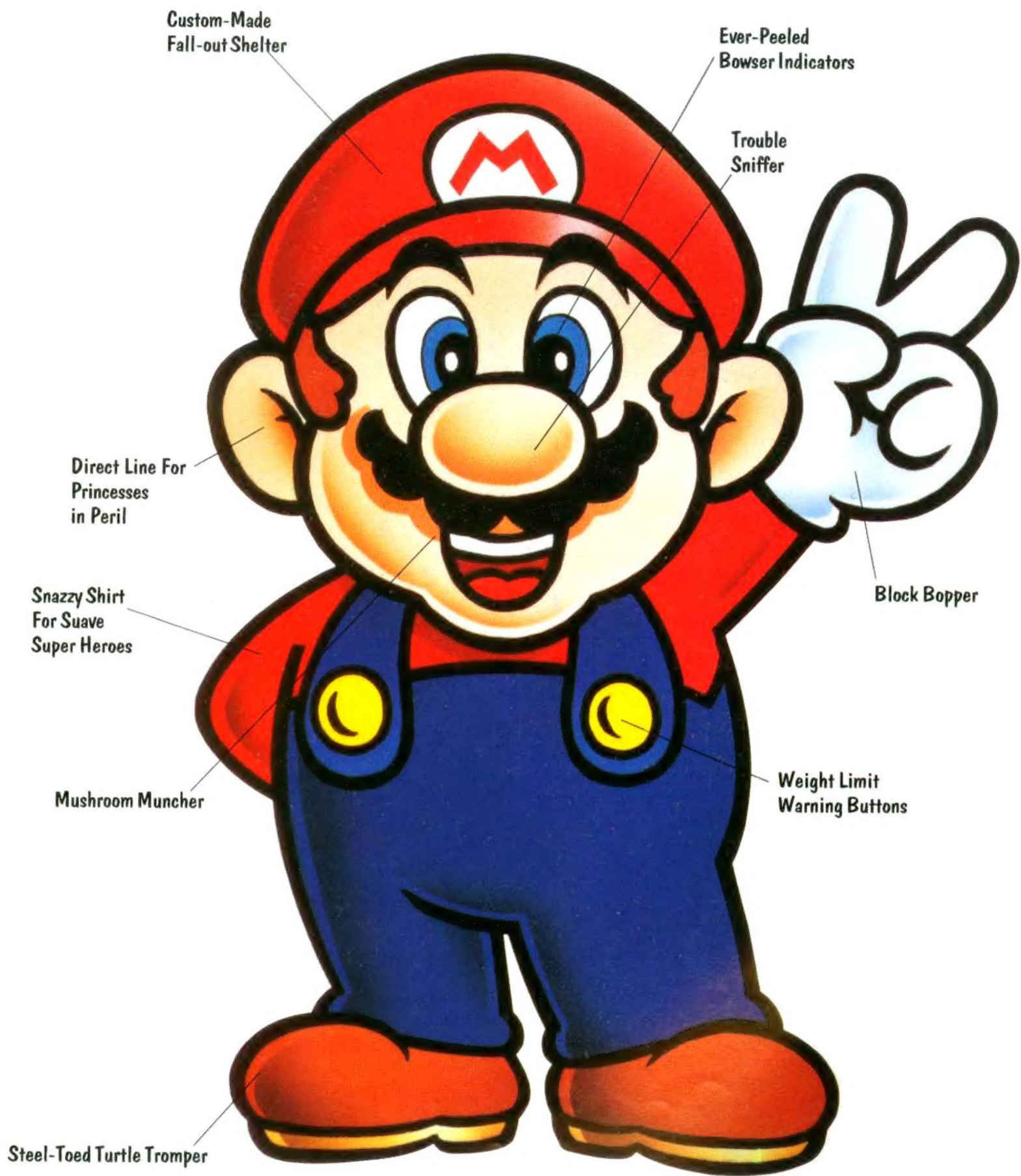
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FOR THE MOST COMPLETE GAME COVERAGE FROM THE PROS

MARIO MANIA

Nintendo®

PLAYER'S GUIDE





MEET MARIO



How does an ordinary Italian plumber from Brooklyn reach international superstar status? First, he takes on a barrel-throwing, chest-pounding ape named Donkey Kong in an heroic effort to save a princess. His fast path to stardom then leads him to a crazy Mushroom Kingdom ruled by the tyrannical and short-tempered Bowser. Our wily hero recognizes the need for reinforcements and recruits his brother, Luigi, to help save a somewhat persnickety and elusive princess. Add to all this bravery the fact that he's the most likable wrench wielder you've ever seen, and you have the makings of a video game mega-hero.

Not content to rest on his laurels, Mario goes on to even greater adventures starring in five other Nintendo superhit video



games. The hit roster of top titles is all solid gold, and it includes Mario Bros., Super Mario Bros., Super Mario Bros. 2, Su-

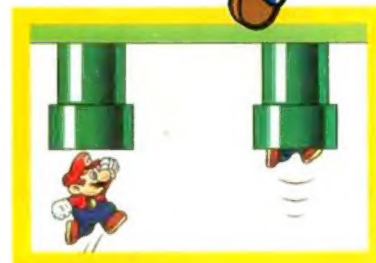
per Mario Bros. 3 and Dr. Mario. He also stars in a number of comic books and television programs. The plans for his biggest project yet, a feature-length motion picture, are well under way.

And so from the quiet, humble beginnings of a common plumber who likes to monkey around, springs a superstar of international hit video game fame. Mario is now so well known that, for many, he not only stars in Nintendo games, he *is* Nintendo. And what better mascot could we possibly imagine?



In fact, Mario just keeps getting better. From those early days of running and ducking he has moved on to master many new skills, from his famous brick-bashing to fireball tossing to swimming and even flying. What's next? With Mario, you know it will be full of fun, adventure and challenge.

If ever there was a video game hero capable of moving on to bigger, better and more exciting video high jinks, Mario is it! Are you ready?



STARRIN

DONKEY KONG



1981 The common man steps into the video spotlight! Mario debuts in the arcade as a carpenter who fights his

way through a crazy construction site to save sweet Pauline. The NES version of this hit was released in 1986.

DONKEY



1982 Hot on the heels of Donkey Kong comes its sequel. This time Mario turns the tables on the big ape. Now he's

SUPER MARIO BROS.



1985 Mario enters millions of American homes with the introduction of the NES. Mario mania takes hold

as more than 50 million players explore the Mushroom Kingdom searching for the wily Bowser.

SUPER MARIO



1988 Mario's wild adventure in the land of Sub-Con has other characters getting into the act. Players can

G ROLES

KONG JR.



the jailer, determined to keep Donkey Kong behind bars while DK Junior tries to free him.

MARIO BROS.



1983 After sharing the spotlight in two Donkey Kong games, Mario lays down his hammer and takes center stage in his

own arcade game. His brother, Luigi, appears for the first time. The NES version showed up in 1986 delighting fans.

BROS. 2



elect to be either Mario, Luigi, Princess Toadstool or Toad as they explore their new dreamscape and tackle Wart.

SUPER MARIO BROS. 3



1990 This time Mario flies high as a Raccoon and dives into action as a Frog. He encounters the bratty Koopa Kids,

and discovers they have the same temperament as their famous father, the big bad Bowser. What grouches!

SUPER MARIO LAND



1989 Mario's first starring role for Game Boy now takes him to the Kingdom of Sarasaland, where he learns to operate the

Marine Pop mini-sub and the Sky Pop airplane. This time he's out to rescue lovely Princess Daisy from disaster.



DR. MARIO



1990 His starring role in this hit puzzle game marks a major career departure for our hero. Instead of stomping out

Koopas, he is prescribing vitamins to wipe out wily viruses in his exciting new profession. Contagious excitement!



SUPER MARIO WORLD



1991 In his very first appearance on the new Super NES, Mario uncovers a vast world with the aid of a magic cape

and a hungry and easily spooked dinosaur pal named Yoshi. Bowser's Koopalings are also back with a host of new pests.



CAMEOS

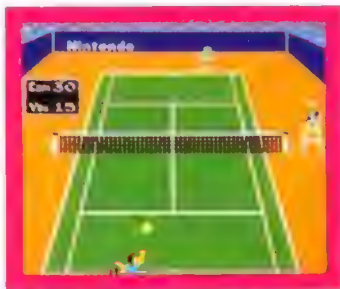
Although Mario has become a huge star, he wasn't an overnight success. Mario, like most stars, began with bit parts and worked his way into the leading roles

that made him famous. He has paid his dues by playing supporting roles in several games, and he continues to make cameo appearances when his schedule allows.



PINBALL
1985

Mario helps you rack up bonus points.



TENNIS
1985

Umpire Mario calls the shots.



GOLF
1985

Duffer extraordinaire, Mario tees off.



PUNCH-OUT!!
1984 Arcade, 1987
NES

Mustachioed referee.



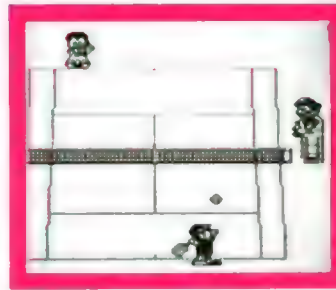
WRECKING CREW
1985

Mario plays the role of demolition expert.



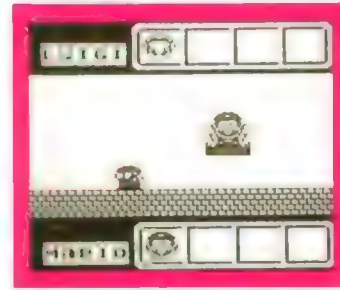
ALLEYWAY (GAME BOY)
1989

Mario starts the action then takes off.



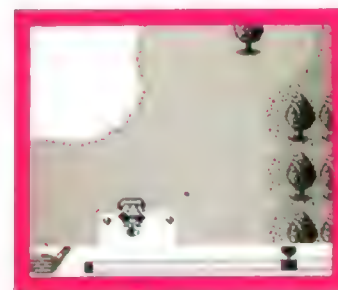
TENNIS (GAME BOY)
1989

Mario lands in the umpire's chair again.



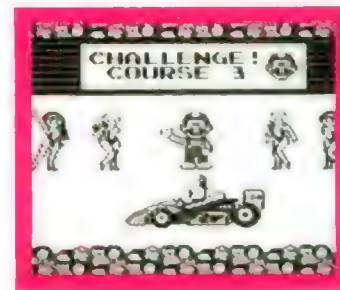
TETRIS (GAME BOY)
1989

Special cinema scenes feature Mario.



GOLF (GAME BOY)
1990

Again, Mario takes to the links.



F-1 RACE (GAME BOY)
1991

The winner gets Mario's checkered flag.



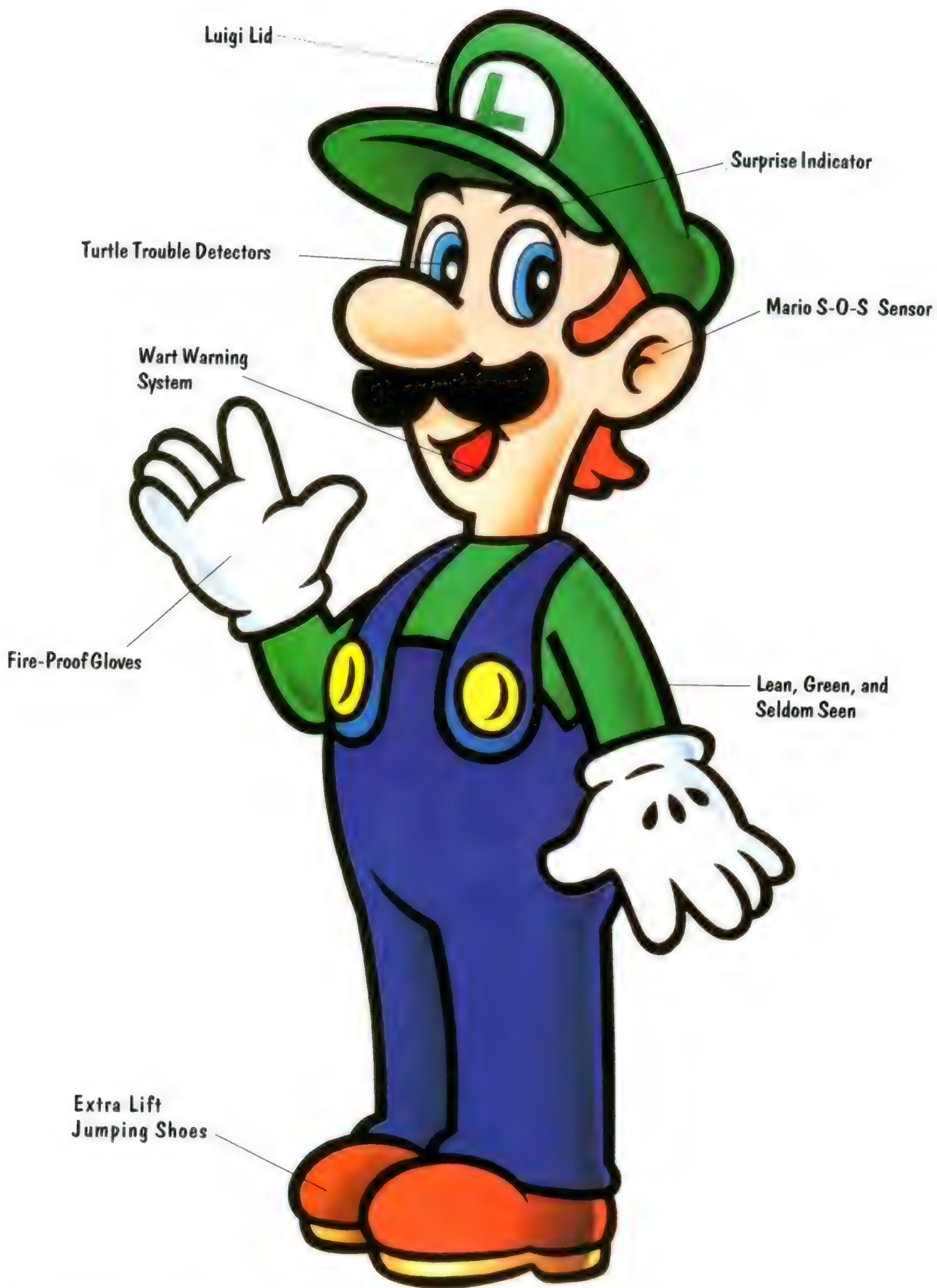
QIX (GAME BOY)
1991

That's amigo Mario under the sombrero.



NES OPEN TOURNAMENT GOLF 1991

This time he's a star-spangled swinger!



MEET LUIGI

(PLAYER NUMBER 2)

This lesser known half of the Super Mario Bros. dynamic duo may be skinny, but he's every bit as tough as his big brother. As the character for Player Two, he doesn't run into as much trouble or see as much action as Mario. That doesn't bother Luigi one iota, however. Luigi seems to prefer life out of the limelight—and out of the jaws of disaster. He'd just as soon avoid bad

characters with short tempers whenever it is possible. And, of course, fast action is the name of the game at Nintendo so Luigi has to

work pretty hard to stay out of trouble. and letting his feisty brother be the star. He's popular enough to share the spotlight with Mario in not only video games, but also comic books and TV shows, too—whatever comes up!

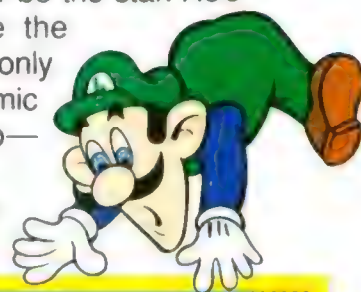
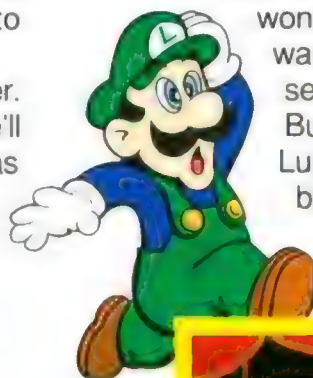
One question that fans often ask about Luigi relates to his bean-pole shape. He's a lot thinner than his pasta-pounding brother. Perhaps he works off the weight just worrying about all the trouble his brother is getting into... and

wondering where he can hide if Mario wants his help in getting him off the hot seat. Usually, there's no place to hide! But when there is a good hideout, Luigi is bound to find it! He knows his big "bro" will be taking most of the heat. And no video game hero has seen as much trouble in the course of his adventures as Mario—just ask Luigi.



work pretty hard to stay out of trouble.

Luigi certainly has his own die hard fans, however. Enthusiastic Luigi followers continue to ask when he'll have his own game and solo role. Until now, he has been content to play character number two, passing on the glory



BEST FRIENDS



PAULINE

Pauline set the tone for many video game damsel-in-distress to come. She patiently waited in the monkey-made traps of the original Donkey Kong for her rescuer, Mario, to brave the dangers and come to her aid.

THE KINGS OF THE MUSHROOM WORLDS

The seven Mushroomian monarchs all had brushes with disaster after having their wands stolen by Bowser's crazy Koopalings. The magic of the wands transformed each of them into a different animal. Without Mario, they would have ended up in the Mushroom Land Zoo!



FIRE FLOWER

This red hot flower gives heroes who pick it the ability to toss balls of flame at Mushroom Kingdom meanies.



TOAD

Toad is representative of the average Mushroom Kingdom citizen in size, shape and demeanor. He's happy, he's helpful and he always has a special item or words of encouragement for our peppy plumber.

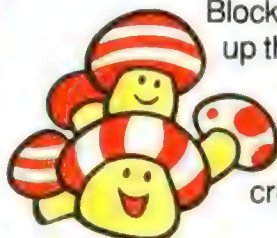
STARMAN

When Mario taps into the powers of Starman, he can easily nail Bowser's baddies in a wink. These happy, shining stars really give a fast-paced boost to any princess-saving mission.



SUPER MUSHROOM

These friendly fungi are the primary Power-Ups of the Mushroom Kingdom. Once Mario releases them from Bowser's big



Blocks, he can soak up their magic and grow to super size for even more Koopa-crushing power.

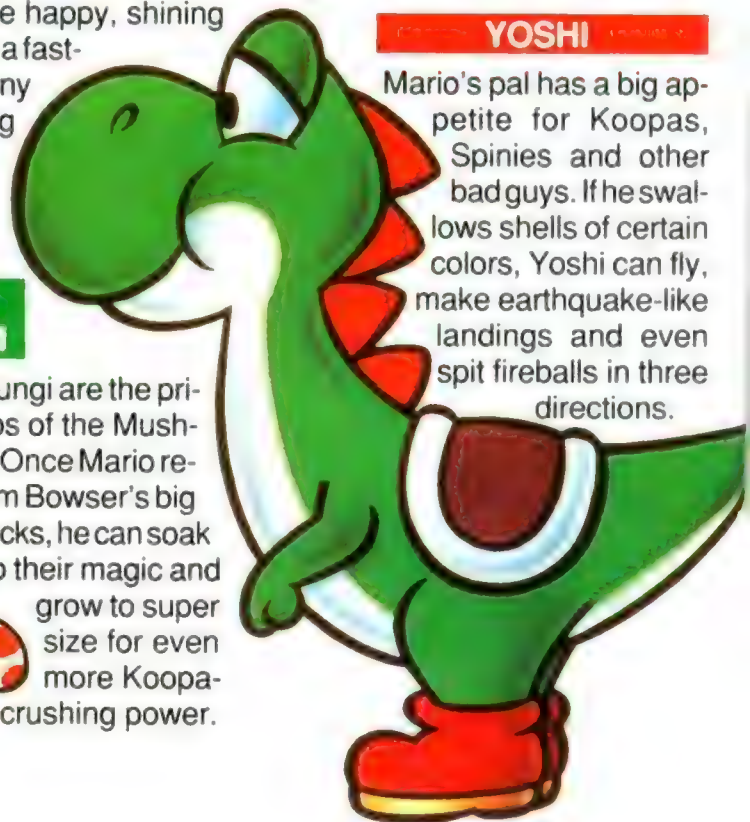
PRINCESS TOADSTOOL

Every time Bowser hatches a scheme to take over the Mushroom Kingdom, Princess-nabbing is sure to be part of the plan. Mario, however, will stumble to her rescue. The Princess has done her share of saving the day as well. In Super Mario Bros. 2, she can jump high and take out enemies from above.



YOSHI

Mario's pal has a big appetite for Koopas, Spinies and other badguys. If he swallows shells of certain colors, Yoshi can fly, make earthquake-like landings and even spit fireballs in three directions.



WORST ENEMIES



PIRANHA FLOWER

These doubly dangerous flowers pop from pipes and attack with both sharp teeth and fireballs. If they sense a hero in their vicinity though, they stay low and wait for him to pass.

LAKITU

High-flying Lakitus watch do-gooding plumbers and pelt them with a Spiny barrage. Recently, Lakitu has taken up fishing and Mario has become catch of the day.



KOOPA TROOPA

These fighting turtles first appeared in Mario Bros. as Shellcreepers, then became Koopa Troopas and Koopa Paratroopas in the Super Mario Bros. series. Recently Mario has been able to knock them out of their shells. Before, they hid in their housings when stomped, then came back out when the coast was clear.



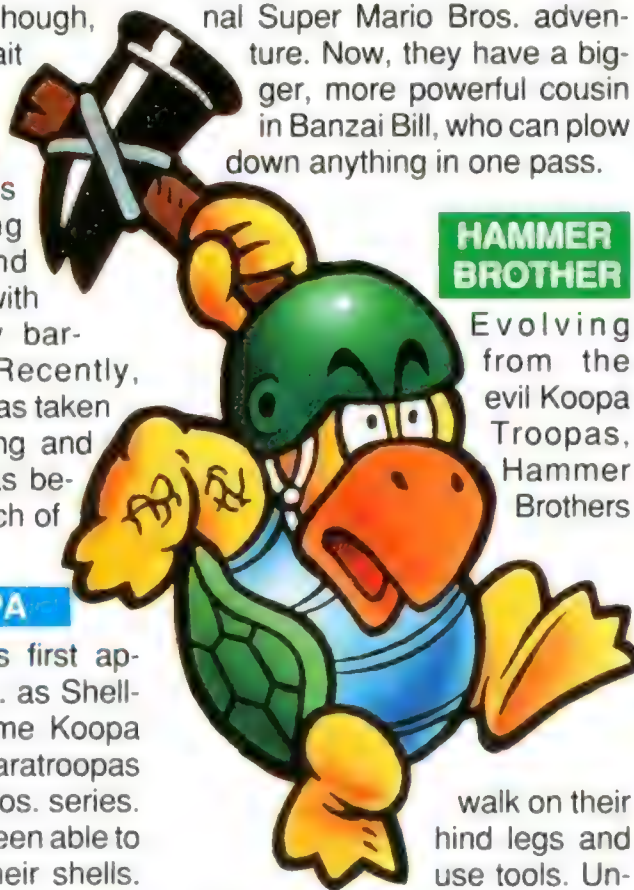
BULLET BILL & BANZAI BILL

The smaller Bullet Bills have been causing havoc by zipping through the land at incredible speeds ever since the original Super Mario Bros. adventure. Now, they have a bigger, more powerful cousin in Banzai Bill, who can plow down anything in one pass.



HAMMER BROTHER

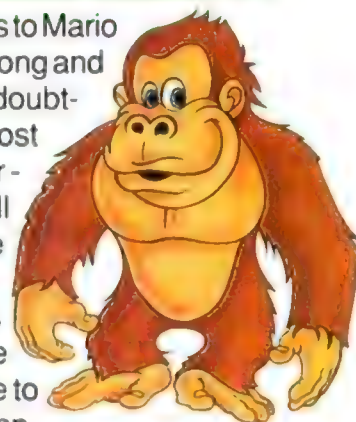
Evolving from the evil Koopa Troopas, Hammer Brothers



walk on their hind legs and use tools. Unfortunately, the intentions of the Hammer Brothers are destructive (especially to good guys) and their highly damaging showers of hammers can be quite difficult to avoid. Timing is everything.

DONKEY KONG

The nemesis to Mario in Donkey Kong and DK Jr. is undoubtedly the most misunderstood of all video game villains. While it's true that he took Pauline to the top of trap-filled towers and beat his chest like a big ape, that's only because he is an ape! If he ever appears in another adventure, we're sure that his true, kinder, gentler self will come through.



SPINY

These sharp-backed Spinies that drop from Lakitu's Cloud and the single-pointed Spike Tops that crawl through the underground of the Land of Dinosaurs are simply unstopable.



POKEY

This crawling cactus is pretty dull for being so sharp. It wobbles back and forth through desert areas and looks to poke passing plumbers.



MORE WOR



GOOMBA

The smallest evil pawns in the Koopa's empire used to get flattened with one stomp. Now they're a little tougher to squash, but not by very much.

SHY GUY

The individual powers of these wandering zombies of the world of Sub-Con are really pretty weak. Shy Guys only pose a threat when there are so many of them that they're difficult for heroes to avoid.



WART

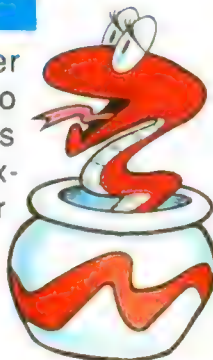
The evil ruler of the world of dreams is a big green nightmare with an appetite for flies and heroes. Lucky for Mario,



Wart is not very keen on vegetables. After the big guy gets a stomach-full of radishes, onions, carrots and tomatoes, he'll have his own nightmares to contend with.

COBRAT

These sinister snakes tend to pop out of jars when least expected. Their bite isn't poisonous, but it smarts. It's best to avoid them.



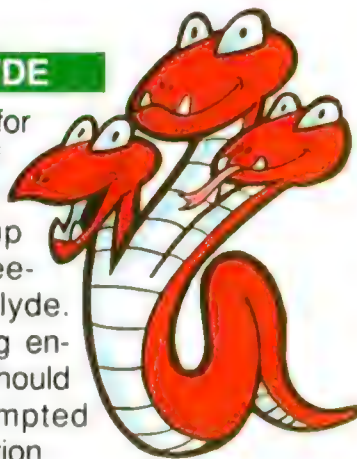
SNIFIT

These Shy Guy relations one-up their cousins by being able to fire projectiles. These little rascals are pesky but not too tough.



TRYCLYDE

Heroes are in for a triple shot of fireballs when they meet up with the three-headed Tryclyde. It's a blistering encounter that should not be attempted without insulation.



BOB-OMB

When the timer ticks down on these little explosives, they go off with an incredible impact that takes out everything in the vicinity.



BIRDO

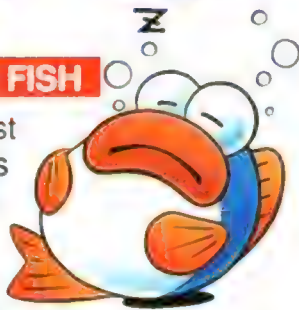
This prehistoric pink creature can be spotted all over Sub-Con, the setting for the hit Super Mario Bros. 2. It guards several gates in the land and spits eggs toward approaching trespassers in order to ward them off. A smart hero will toss the eggs back at the beast and send Birdo flying.



RST ENEMIES

RIP VAN FISH

The newest fishy fiends in Mario's world are a scaled-up version of the infamous Cheep Cheep. These snoozing snappers chase heroes who disturb their sleep.



BOWSER KING OF THE KOOPAS

The clownish king of everything, Koopa is dead set on spreading his power throughout the Mushroom Kingdom and beyond. His latest reign of terror is centered on the Land of Dinosaurs, a huge helpless land that is ripe for the taking. Unless, of course, by some strange turn of events, that meddling hero, Mario, learns of Bowser's insidious plans.

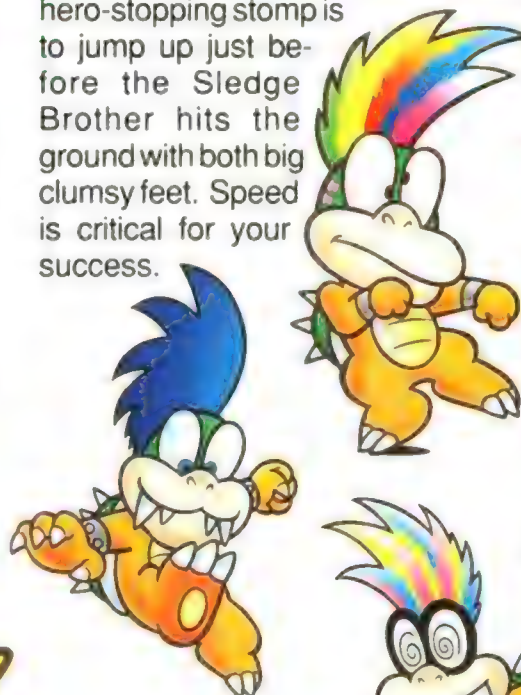


SLEDGE BROTHER

The big brothers of the Hammer Brothers paralyze their enemies with ground-shaking stomps, then surprise them by tossing large hammers in all directions.



The best strategy to avoid their hero-stopping stomp is to jump up just before the Sledge Brother hits the ground with both big clumsy feet. Speed is critical for your success.



MOUSER

This mean rollicking rodent with the very cool sun shades is quick to hit heroes with a barrage of explosives. Mouser can't take a dose of his own medicine, however, so you can turn the tables on him with booming success. You can put him into a squeaky spot with a well-aimed lob.



THE KOOPALINGS

Morton, Lemmy, Larry, Iggy, Wendy, Ludwig and Roy are the messiest, rowdiest, meanest kids imaginable which makes their pop, the King of the Koopas, mighty proud. Their philosophy is "divide and conquer," and they carry it out by spreading throughout their land of choice and each setting up their own impenetrable fortress.





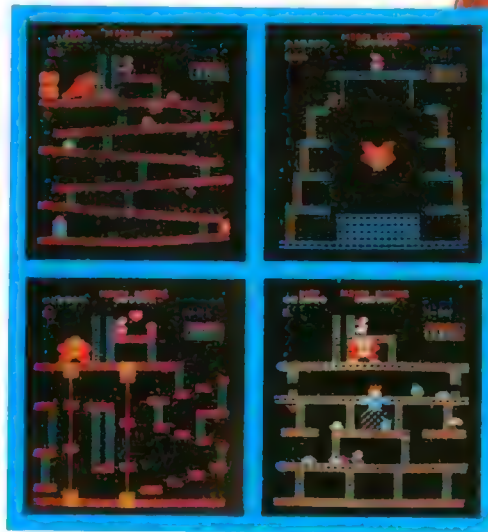
DONKEY KONG

Our hero hit the arcades in 1981—the era of Asteroids, Pac Man and Space Invaders—as Jumpman, a construction worker in red overalls who attempted to shoo a big monkey from

his building site and save Pauline. The

game was named “Donkey Kong” by Japanese programmers to mean “Stupid Monkey”. It was built with a joystick and a single action button, allowing the player to make the mustachioed man on the screen run to the left and right, climb ladders and jump over obstacles. After the ape was defeated in one of four construction settings, he reappeared, challenging the player to continue the climb. The character’s only weapons against the barrels, jacks and fireballs were his swift feet and an occasional invincible hammer which could be used to clear the immediate area for a short time. When the game was later converted to the Nintendo

Entertainment System (NES), the fourth construction setting (a.k.a. the pie factory) was omitted because of the limited program space available on early Game Paks.



DONKEY KONG, JR.

The success of the original Donkey Kong inspired this 1982 sequel.

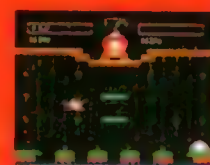
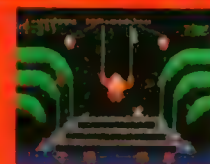
The construction worker, by now named Mario, became a villain as he attempted to keep the player controlled title character from freeing his caged dad. The young monkey climbed vines and dropped fruit on the creepy Snapjaws. Donkey Kong later appeared in Donkey Kong III, where he antagonized a one-time hero known as Stanley the Bugman. The big ape also made it to Donkey

Kong Jr. Math for the NES so that he could give his son a lesson in the fundamentals of mathematics.



Stanley the Bugman (not Mario) was Donkey Kong's nemesis in Donkey Kong III.

Mario was nowhere to be found in this early NES educational title.



MARIO BROS.



The third arcade game appearance of our happy hero made for a lot of Mario fans! It was the first time that his name appeared in a game title, the first appearance of his brother, Luigi, and it was also their first on-the-job experience as plumbers.

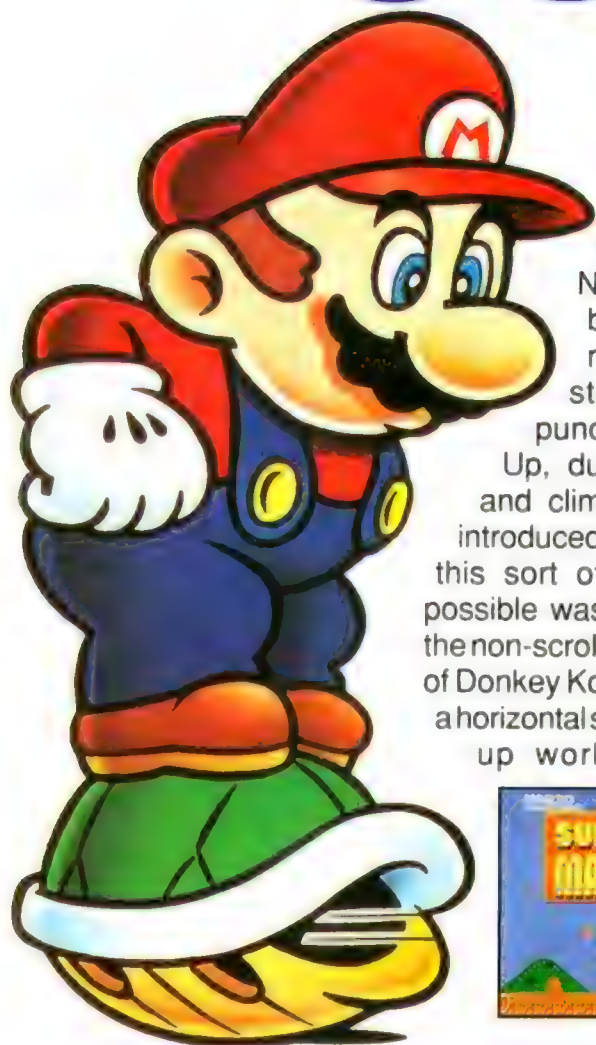
In a one player game Mario was on his own, flipping and kicking the creatures that emerged from the pipes. And there were plenty of them! When a second player joined in, the brothers could cooperate with each other or compete while Fighterflies, rascally mean-tempered Sidesteppers and pesky Shellcreepers attempted to do both brothers in for good.

Shellcreepers, who bare a striking resemblance to turtles, later became Koopas in the brothers' further adventures.

The joystick and action button for each player allowed Mario and Luigi to run to the left and right and jump. By hitting the creatures from below, players were able to flip the creeps over, then jump up to the next floor and knock them away. After a shaky start in the arcades, the game caught on in a big way. Mario was off and running on the fast track to video game fame. Ahead was the road to super stardom with more bad guys, more tricky maneuvers and more worlds of challenge.

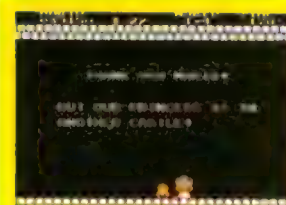


SUPER MA

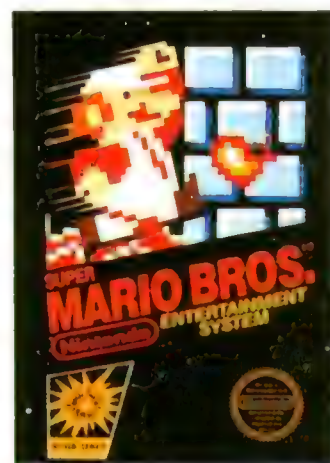
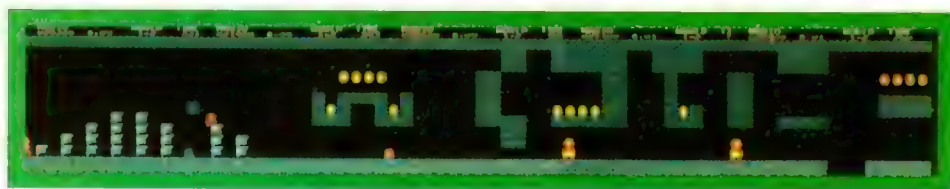


This game was the very first mega-hit for both Mario and the NES. Many of the best Super Mario moves including stomping, kicking, punching, Powering-Up, ducking into pipes and climbing vines were introduced here. What made this sort of extensive play possible was the switch from the non-scrolling, single screen of Donkey Kong type games to a horizontal scroll. This opened up worlds of fun and

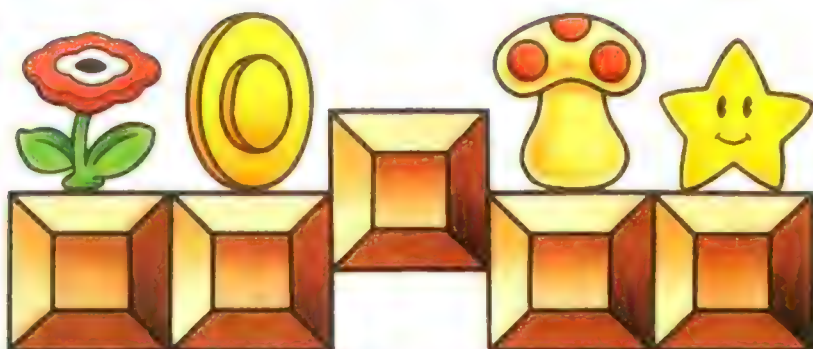
adventure for video game players. Now the character could run, jump, dive, climb, swim and grapple with enemies through an ever-changing world with ever shifting video backgrounds. Not only did this add to the complexity of the game, but also to the fun. The eight worlds of Super Mario Bros. contain greater variety than earlier video games, from worlds full of pipes riddled with Mario-eating flowers to underwater worlds loaded with water hazards. All these innovations proved so popular that dozens of other games adopted the look and style of play of Super Mario Bros. Another first for SMB was the inclusion of all sorts of strange and often difficult tricks, some of which are so off-the-wall that it seems no one would ever think of trying them. Some, like finding Warp



At every level, a frustrated Mario finds a Princess only to discover she's not the real one he wants to rescue!



MARIO BROS.



Super Mario Bros. introduced items which gave Mario more powers and players more fun and challenge than ever. The Fire Flower let Mario fling flaming fireballs at the enemies in his path. The coins stacked up to give Mario more life, helping him stay in the game. With the Mushroom, Mario grew in size—and survival skills. The Star made him invincible to his enemies.

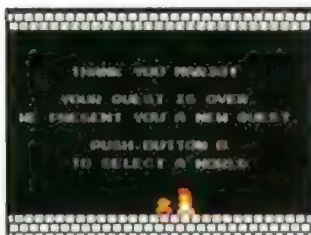


Mario can whisk ahead, skipping worlds and take a magical shortcut by "warping."



Don't go into the minus world. If you do, you'll find it has no pluses!

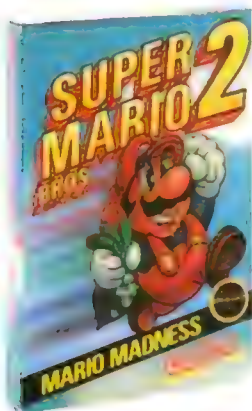
Zones, were more useful. Others like reaching the Minus World, served no real purpose except to intrigue players. Six years later, Super Mario Bros. is still considered a standard by which other games are measured. Video game players never seem to tire of the fun and challenge of turning into "super" Mario or gaining fire power or taking a shortcut to another world of fun.



SUPER MAR

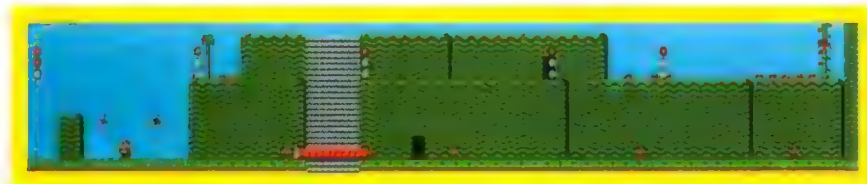
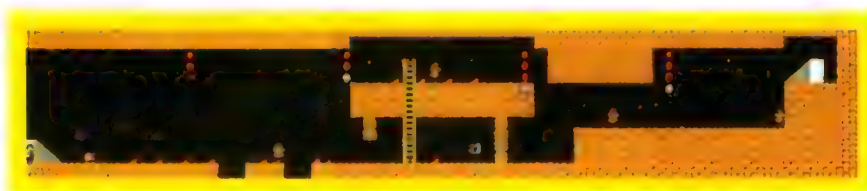


Super Mario Bros. 2 for the NES appeared in 1988 and provided an entirely new game experience for Mario fans. This video game introduced a whole new level of excitement to players by offering them a choice of characters to use when tackling the adventure. Picking from Mario, Luigi, Princess Toadstool and Toad gave players the ability to prepare for the unique and special challenges of upcoming worlds. Each character had special strengths that were best used in particular areas of the video game.

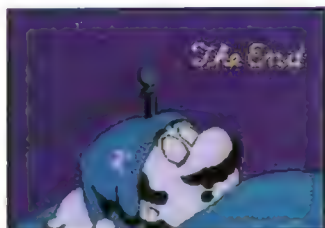


Part of the fun for the player involved mastering the special talents of each character and using them to get out of tight spots. But the difference between the hit Super Mario Bros. 2 and its predecessor doesn't stop

there. The World of Dreams, which is known as Sub-Con, is much different from the Mushroom Kingdom. Vegetables can be plucked from the ground and thrown at enemies. Doors appear and disappear. Mario can use Bombs, Potions and other items. Perhaps the most



10 BROS. 2



radical change of all was the combination of both horizontal and vertical worlds. The seven worlds of Sub-Con are some of the most inventive of any SMB

game. Overall, the game has an Arabian air with deserts and flying carpets.

The reason for all the Middle-eastern atmosphere is that the program is actually the U.S. version of a game called Doki Doki Panic in Japan, which featured a small fellow in a turban and baggy pants as the hero, not Mario. Nintendo decided that a little programming sleight of hand was in order and that's how the challenge of Super Mario Bros. 2 was born.



Super Mario Bros. 2, released in North America, was originally developed in Japan as a game called Doki Doki Panic with a completely different cast of characters.

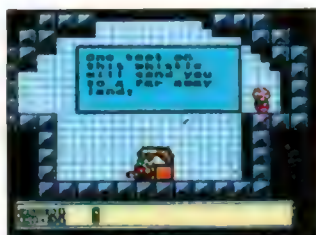
A Japanese game titled Super Mario Bros. 2 was never introduced in the U.S. This Japanese challenger picks up where level 8 leaves off in Super Mario Bros.

SUPER MAR

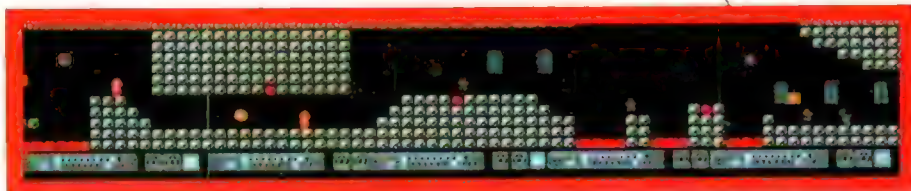


Mario's game world expanded by leaps and bounds in this most popular game ever made for the NES. There were more places to explore and different

kinds of places as well. Each of eight worlds of the game had its own overworld map and terrain. Mario was now treated to a frozen tundra, a skyworld and a land where everything had grown to enormous sizes. By using the three Warp Whistles that were hidden in the first two worlds of the game, Mario could warp instantly to any of the other worlds. He could also skip large sections of each world for a more direct route to Bowser, King of the Koopas, who had hatched seven evil Koopalings. These sinister siblings caused havoc throughout the Mushroom World and



transformed the kings of the world into animals. It was Mario's mission to defeat the Koopalings and restore the Mushroom monarchs to their normal kingly selves. Perhaps the most talked about feature of the game was that Mario could gain

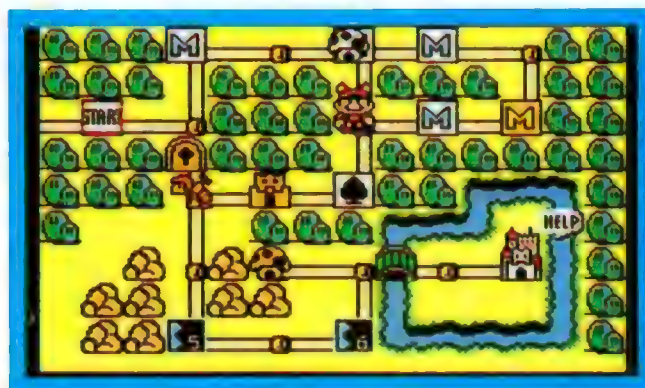
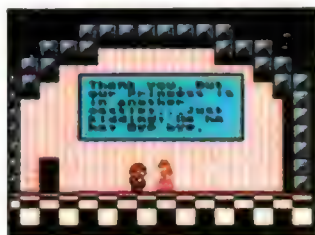


10 BROS. 3

special abilities by wearing different types of suits. A Super Leaf transformed Mario into a flying Raccoon, while a Frog Suit allowed him to swim with super control and a Hammer Brother Suit gave him the same powers as his infamous hammer-tossing enemies. There was also the handy Tanooki Suit ("Tanooki" actually means "Raccoon" in Japanese) and the elusive Kuribo's Shoe, a big boot that Mario could hop

into and ride. Super Mario Bros. 3 was also big on bonus games. They included a card matching game, a spinning-shape fitting exercise and a

reprise of the original Mario Bros. game. This video game took off immediately and soared straight to the top.



This game took a novel leap giving players the chance to suit up as Raccoon, Frog or Tanooki Mario, each with special talents.

SUPER MARIO LAND



Super Mario Land for Game Boy appeared in the Fall of 1989 along with the introduction of the Game Boy system. Not only was it a new video game

system for Mario, but also he was on a mission to save the Princess in a new world—Sarasaland—where he used vehicles for the first and only time. The use of the Marine Pop submarine in an under water world and the Sky Pop airplane in a sky world was a major new departure for Mario. Although Mario was really quite a bit less maneuverable on the smaller video screen, the use of new game situations such as flying a plane provided exciting new challenges for Mario fans. Throwing Super Balls,

a sort of modified Fire Flower, was another change unique to Super Mario Land, along with the bonus areas at the end of each stage. The programmers also added a wider variety of background music to fit the many stages. Some of these differences can be attributed to the fact that Super Mario Land was produced by a different Nintendo

development team than the one that produced all the other Super Mario games. On the other hand, many traditional Super Mario features were translated to the Game Boy format. Mario still jumps and stomps his way through trouble. He Powers-Up, collects 1-Ups (hearts this time instead of mushrooms in Super Mario Land), and ducks down pipes into secret coin rooms for extra points. From palm trees to pyramids, super sea-



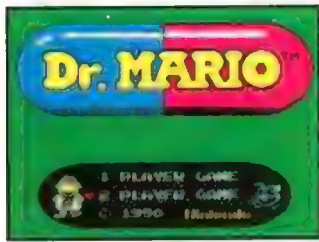
horses to gigantic spiders, Super Mario Land is a big blockbuster packed with fun! Can a Game Boy sequel be far behind?



Mario has to collect a flower to get Superball power. The Superball ricochets off enemies and clears the way

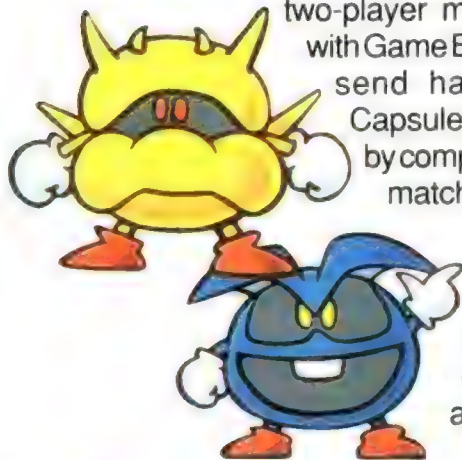
Mario takes to the air in his Sky Pop flying machine for some action packed aerodynamic challenges

DR. MARIO



By taking on a new profession and an entirely different type of challenge, Dr. Mario checked in with this epidemic hit that was simultaneously released for both the NES and Game Boy.

In the game, Vitamin Capsules were tossed into a beaker by the plumber-turned-practitioner, and the player had to manipulate them so that their colors (or shades in the Game Boy version) matched in a row with the Viruses that have taken over the tube. The object was to clear the tube of Viruses. In the super fun two-player mode (a Game Link with Game Boy) the players could send half of the Vitamin Capsules to each other's side by completing more than one match at any given time.



The single player game includes celebration screens which appear after certain Virus Levels and special speed combinations have been completed. In the hit NES version, when



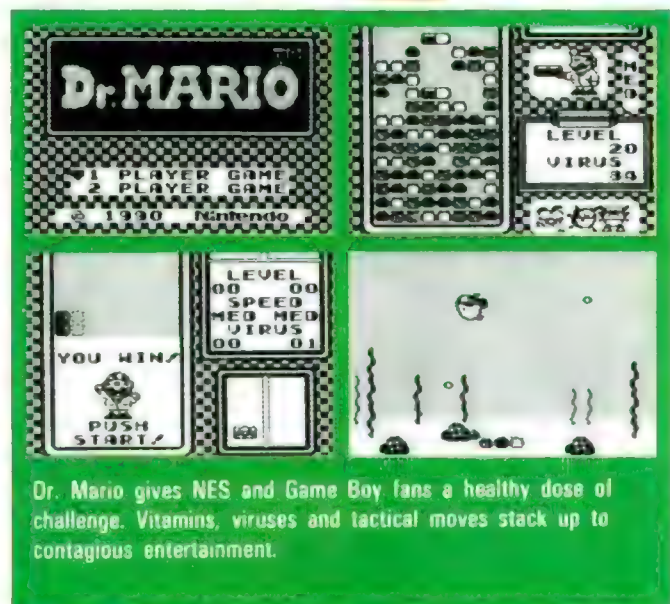
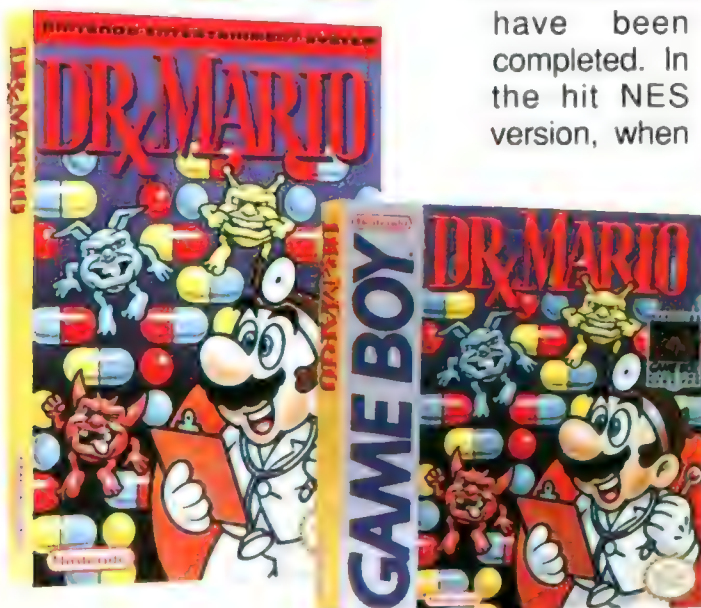
it the Mario seal of quality, and that players might give this exciting puzzle game a second glance if Mario was included.

The result: contagious fun that keeps players coming back for more action, a lot more variety, and a whole lot more contagious fun.



Virus Level 20 is completed at high speed, the triumphant player sees an animated scene where the Viruses are beamed aboard an alien spaceship from another world. The game is wild!

While Dr. Mario doesn't play a big part in the game, programmers knew that the game's broad appeal had earned



Dr. Mario gives NES and Game Boy fans a healthy dose of challenge. Vitamins, viruses and tactical moves stack up to contagious entertainment.

FUN, FOOD,

Have you ever noticed how familiar some faces are? One reason is that famous characters like Mario not only appear on TV, they are also seen a hundred times every day on shirts, caps, cups and cereal boxes. Mario's heroic mug has been used to enhance almost every imaginable product from telephones to towels.

Some of the items are meant to be used in school or at work while others are just for fun. Food is another area where Mario's good taste comes through. Some things are bound to become collectibles because they are so rare or special.

A DAY WITH MARIO

You could spend an entire day using Mario products. Wake up in Mario pajamas between Mario sheets. Take a bath with Super Mario Bros. shampoo and towel off with a Mario towel. Get dressed in Mario underwear, a Mario shirt, shorts and socks, and top it off with a Mario hat. Pack lunch in a Mario lunchbox and write down your school lessons with a Mario pencil. During a break, demonstrate some tricks to your friends with your Mario yo-yo or work on a Mario puzzle. After school, set the table for dinner with Mario dishes, and later, take out the garbage in a Mario wastebasket. By the time the Mario clock on the wall says it's time for bed, you're so tired from your Mario-athon day that you're asleep as soon as your head hits the Mario pillow.

CHEZ MARIO

Want to find out just what's cooking with Mario? Well it's a lot of things. It's breakfast cereal, cookies, crackers and



candy on the menu along with pretzels, popcorn, popsicles, fruit juices, and ice cream treats. Fun food is what you get at Chez Mario, and the Mushroom Citizens are getting stuffed.



AND FINDS

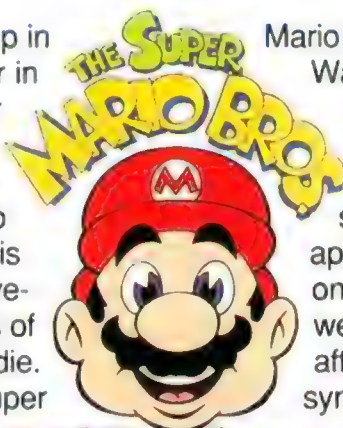
COLLECTORS' ITEMS

Some products have already become collectors' items. The Super Mario Bros. Special Edition comic book from Valiant had a limited one-time press run of only 50,000 copies in 1990. The Best of the Super Mario Bros. is the only hardcover edition of SMB adventures. The Super Mario Bros. Plumber's Van is another rare find. Only 504 were made and they are sold by the Lake Tahoe Polio Network—a non-profit organization dedicated to helping disabled people. Although the McDonald's Happy Meal characters were manufactured in large quantities, collectors should hang on to a complete set of all five Super Mario Bros. 3 characters.



HOLLYWO

America's heroes always seem to wind up in Hollywood, whether they begin their career in comic books, on the baseball diamond, or running from a big ape called Donkey Kong. Mario's first starring role in Tinseltown was as the plumber/hero of The Super Mario Super Show in 1989. The unique format of this weekday, afternoon program combines live-action segments with animated adventures of Mario, Luigi, Princess Toadstool and Toadie. The plots are based very loosely on the Super



Mario Bros. 2 video game. Characters such as Wart and Birdo show up to pester the Bros. "Captain" Lou Albano of WWF fame played Mario and Danny Wells starred as Luigi in the live-action portion of the show, which also included guest star appearances and Club Mario. More than one hundred Super Mario Super Shows were produced by DIC Enterprises and, after their initial airing, went into original syndication for a successful two-year run.



Bowser outgrows his welcome as well as his shell when he becomes "Koopzilla."



The Old West wasn't just wild, it was wacky, at least once Butch Mario showed up.



Plumbing in old castles like Cramalot require the royal flush from King Mario.



The Magic Carpet from SMB2 gets great mileage, but tends to roll up in a crosswind.



"Captain" Lou Albano and Danny Wells star in the live-action segments.

THE EARLY YEARS

From 1983 to 1985, before Mario was established as a star in his own right, Donkey Kong and Donkey Kong Jr. were part of the Saturday Supercade program on CBS. Mario played the part of the circus animal trainer who had his hands full with Donkey Kong's monkey business. Pauline, the original heroine of the Donkey Kong games, also appeared in these Ruby-Spears productions.



A younger (and slimmer) Mario co-starred with Donkey Kong Jr. as they travelled the land in Mario's dome-topped van.

OD HERO

In 1990, Mario ventured into the mud pit of Saturday morning cartoons, starring in the all-animated Super Mario 3 show on NBC. Two 15-minute adventures shared the hour with the half hour long Captain N. This time around, the plots were based on Nintendo's newly released Super Mario Bros. 3 game and featured the dastardly Koopa Kids as well as Mario, Luigi, the Princess and her loyal retainer, Toad. As in the Super Mario Super Show, the writers and artists at DIC plopped Mario

and company into some of the wildest situations imaginable, including episodes in which the Princess fell for a surf dude and one in which Wendy Koopa fell in love with Mario! The success of the show was reflected in super ratings—number 1 in its time slot. Following up on this impressive record, DIC and NBC are producing the Super Mario World Show for the '91-'92 season in which Yoshi, Mario's lovable dinosaur pal, appears for the first time.



Venice, Italy was Mario's ultimate nightmare—the entire city was flooded!



With a raccoon tail, Mario took to the air as well as the air waves.



Mario foiled the Koopas by air, sea and land thanks to the magic items of SMB3.



Mario and Luigi used their wits and tricks to escape the Koopas.



In Brooklyn, Mario and his brother become babies for a second time.

THE SUPER MARIO BROS. MOVIE



Coming to a theater near you in '92, The Super Mario Bros. movie promises to elevate Mario to an even higher plateau of fame and fortune. The live-action story follows Mario and Luigi from Brooklyn into the Mushroom Kingdom where the Koopa Krew is as vile and cunning as ever. Shy Luigi is in love with beautiful Dianna, and Mario, who has a heart of gold valves and spigots, takes charge and leads the heroes through magic and mayhem to save the day.

THE MAN BEHIND

Where did Mario come from and where is he going? Here's the straight story from the man who created the legend—the man behind Mario—Mr. Shigeru Miyamoto.

Q. How and when did you get started in the video game business?

A. I started working at Nintendo Company Ltd. in Kyoto Japan in 1977 as a designer. At first I designed characters and art work for arcade games. But in 1980, I directed the design and art work for Donkey Kong in which Mario first appeared.

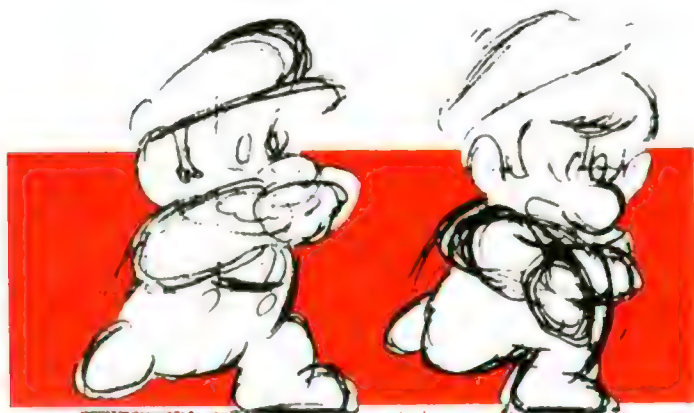
Q. What were some of the things you thought about when you created Mario?

A. We had to work under technical constraints including the number of pixels and number of colors the Famicom can display. There are many reasons why we drew him the way we did. We gave him a mustache rather than a mouth because that showed up better. We gave him a hat rather than hair because that looked better, too. Mario wears overalls because that shows the movement of his arms, and he's wearing white gloves because the white contrasts better with the colored backgrounds. These are the technical reasons we made him look the way he does.

Q. So from there you decided to make him a plumber?

A. We wanted him to be a character that works very hard. Also, we wanted him to be shorter than enemy

characters and the princesses he rescues. Based on these factors, we decided on his appearance. We always draw the dot character first, and from that, we make other art work, for the package for example.



HIND MARIO



Q. What were your thoughts when you created Super Mario Bros.?

A. We developed programming techniques which allowed us to create a larger character than we originally thought possible. At first, we planned to make the game so that the player was always "big" Mario, but eventually, we came up with the idea for the Power-Up Mushroom to make Mario Super.

Q. How do you explain the number of changes in Mario's appearance over the years?

A. The main reason the character changed was because we have had different artists and programmers working on the Mario series from game to game. Also, the hardware technology has become more advanced and

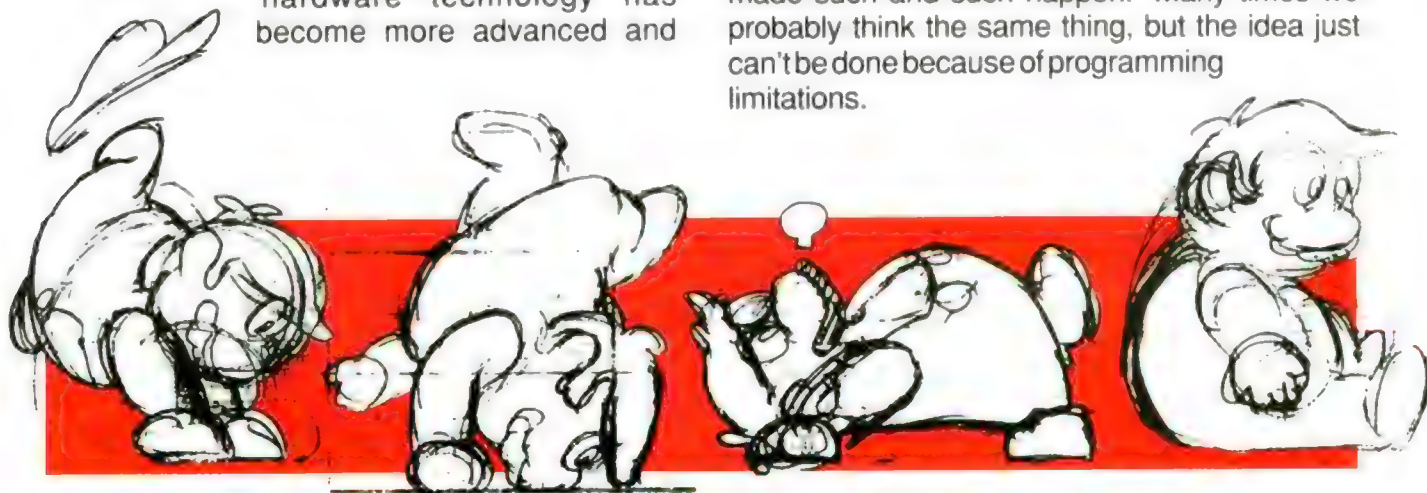
hardware limitations are the most important factor in influencing what we can and can't do. Who knows how Mario will look in the future. Maybe he'll wear metallic clothes!

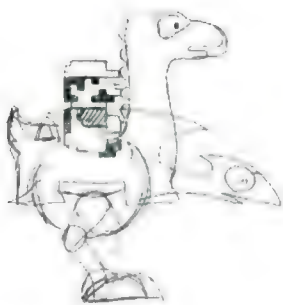
Q. Where do you get the ideas for the other Mario game characters?

A. We have a very large design staff working on the Mario games, and each member contributes ideas. The Koopa Kids, for example in Super Mario Bros. 3, were modeled after the design team of that game. This is another way we give recognition to the many people who help make the games successful.

Q. How do you go from a game idea to an actual program?

A. Usually the design staff gives detailed ideas to the programmers in the form of rough sketches and written instructions. But because it's a team effort, we often sit down and discuss different points, sometimes late into the night. What most players don't know is that everything in a video game happens for a reason. Even a powerful system like the Super NES has many programming limitations. It's easy to say, "It would be better if you made such and such happen." Many times we probably think the same thing, but the idea just can't be done because of programming limitations.





Q. How many people does it take to make a Mario game?

A. It seems like every time we do a Mario game, four more people join the team. Sixteen people helped with Super Mario World, and it took us about three years to make.

Q. When you first created Mario, did you expect him to become as popular as he is?

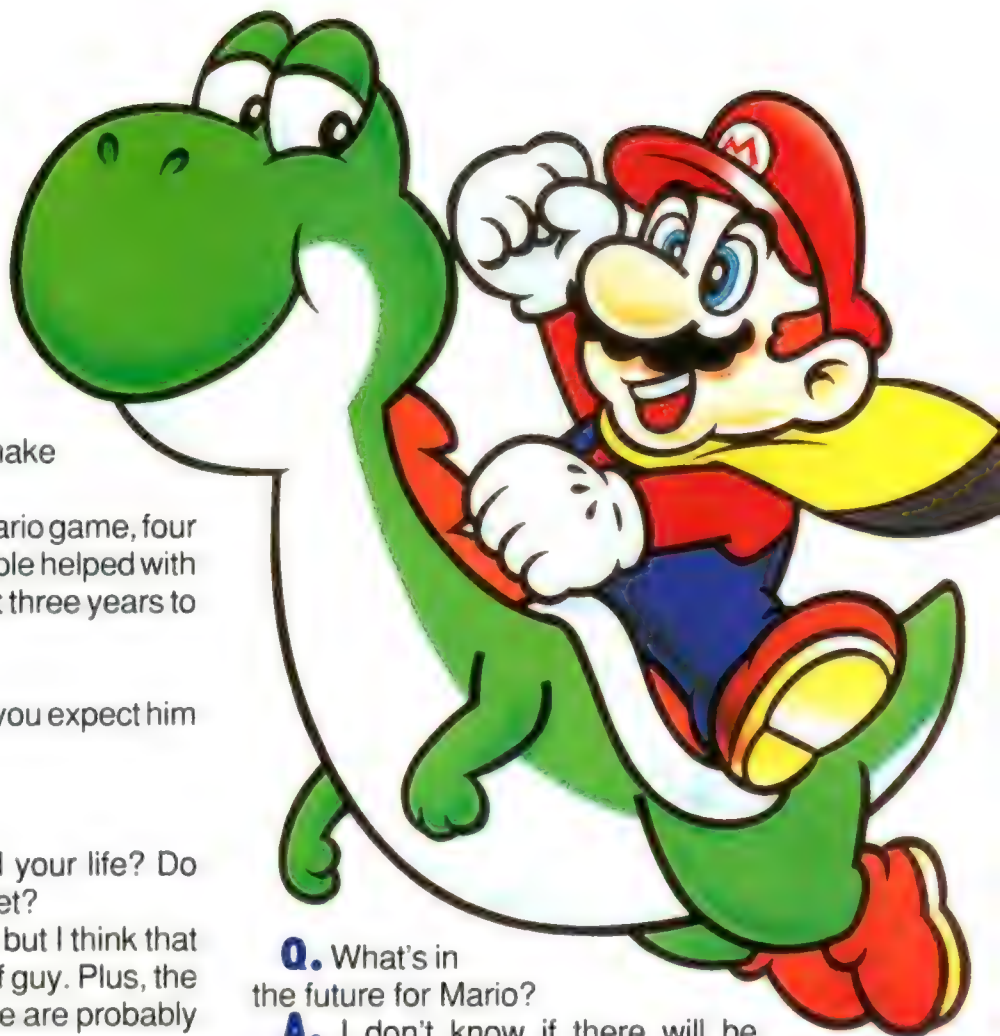
A. We had no idea!

Q. Has the fame of Mario changed your life? Do people ever recognize you on the street?

A. No one has ever recognized me, but I think that is because I look like an average kind of guy. Plus, the dedicated fans who might recognize me are probably at home playing video games!

Q. How do you decide when to make another Mario game?

A. After we finish a Mario game, the staff usually vows never to do another one! But once the game is released, we start thinking it may not be such a bad idea to add another title to the series. We usually have lots of ideas that we haven't been able to implement yet. A good example is Yoshi the dinosaur who just appeared in Super Mario World. We wanted to have Mario ride a dinosaur ever since we finished the original Super Mario Bros., but it was impossible technically. We were finally able to get Yoshi off the drawing boards with the Super NES.



Q. What's in the future for Mario?

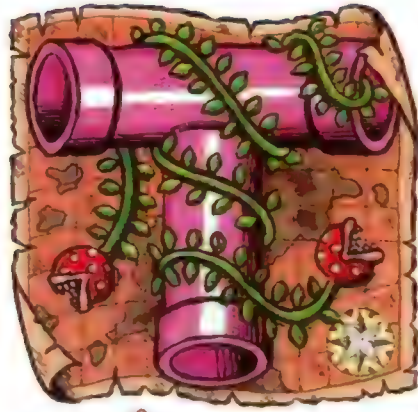
A. I don't know if there will be another game in the Super Mario series, but I can say there is something special in the works.







Q. What is your on-going philosophy about making video games?



A. Challenge for the player is the most important thing. In the Mario games for example, the player can go back and try to finish the game without collecting a single coin. I think great video games are like favorite playgrounds, places you become attached to and go back to again and again. Wouldn't it be great to have a whole drawer full of "playgrounds" right at your fingertips?











here once was a peaceful land far, far away, where playful dinonaurs danced and fair princesses frolicked. It was to this mythical, mystical place, Dinosaur Land, that valiant heroes  and  traveled for a well-earned rest. They had, after all, just saved the Mushroom Kingdom from Bowser, the wicked Koopa King. But quiet repose, alas, was not to be. No sooner had  and  arrived than  disappeared. Our heroes set out apace to search the foreign land far and wide for their friend, the problem-plagued princess. "But where is  ? Was she being held against her will by Bowser and his cagey Koopas? Would this long standing feud between the people of the Mushroom Kingdom and the Koopa Clan never end? Where shall we look, and how shall we arrive there?" they wondered.

Their answer came in the form of a most unusual, gigantic egg. To their amazement, it hatched before their very eyes to reveal  ! At once, they could tell that he was indeed a kind dinosaur and they promptly befriended him. They then lent their attentive ears as  related a woeful tale about the sad fate of his dinocousins.

It seemed that monstrous turtles invaded the idyllic land and imprisoned all of the defenseless dinosaurs in strange eggs. Turtles! Now they had an inkling about what forces were behind the disappearance of  . That vexing villain, Bowser, and his cruel Koopa clan were here, and as was their custom, they were already working their wicked ways.

Fast friends all,  ,  and  began their selfless journey, a trek that would take them to places such as the vast and varied Donut Plains, the intimidating, tower-like Cookie Mountains, and deep, dark Chocolate Island. Thus their adventure begins. Enter, with them, Super Mario World....

KEY TO SUPER MARIO WORLD CHARTS

The charts that help introduce new areas let you know what you can expect when you arrive and can serve as a reference when you're back tracking to find 1-Ups and Power-Ups. And because it's nice to know where you're headed before you begin a journey, the charts also tell you where each course leads.

COURSE DATA

COURSE

Here we list the course's name, which also displays on your screen.

TYPE

You'll encounter all kinds of terrain! Course types include Sky, Underwater and Underground, to name a few.

DIFFICULTY

Our difficulty rating system runs from one to four stars, with four stars being the toughest.

TIME

A certain amount of time is allowed for the completion of each course. The timer counts down as seconds tick away.

MIDWAY GATE

When you pass through a Midway Gate, you can restart from that point. The chart identifies courses with these gates.

STANDARD EXIT LEADS TO . . .

The name of the course that comes after the Standard Exit is displayed in this column.

SECRET EXIT LEADS TO . . .

Some stages have Secret Exits that take you to alternate destinations by way of huge key holes.

SAVE

This column lets you know whether or not you can save game after completing the course.

1-UPS

The stars show which courses are best for collecting extra lives. Three-star courses are 1-Up bonanzas!

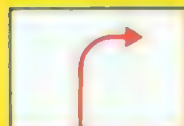
POWER-UPS

In the Power-Up column, we list only the items that you'll find near the beginning of the course. Use the chart to find the closest place for a quick Power-Up.

PAGES

This is where to turn for information about the course.

ROUTE GUIDE



Solid lines and arrows show the most direct route to the exit.



Dotted lines and arrows show paths to secret exits.

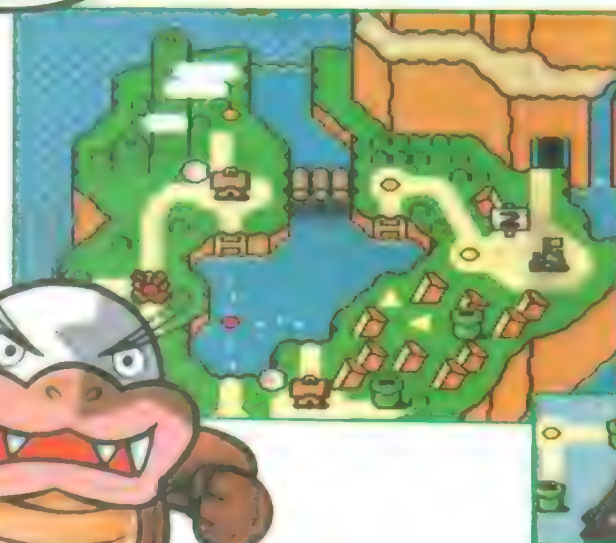
SYMBOL OF ITEM

| | | | | | |
|--|----------------|--|----------------|--|---------------|
| | SUPER MUSHROOM | | ROULETTE BLOCK | | P-SWITCH |
| | FIRE FLOWER | | 1-UP MUSHROOM | | KEY |
| | FEATHER | | VINE | | POWER BALLOON |
| | STARMAN | | 10-COIN BLOCK | | YOSHI'S EGG |
| | | | | | YOSHI'S WINGS |



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VANILLA DOME



DONUT PLAINS

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YOSHI'S ISLAND

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SPECIAL WORLD

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SUPER MARIO WORLD™

WELCOME TO
DINOSAUR LAND!



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TWIN BRIDGES



STAR WORLD

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FOREST OF ILLUSION



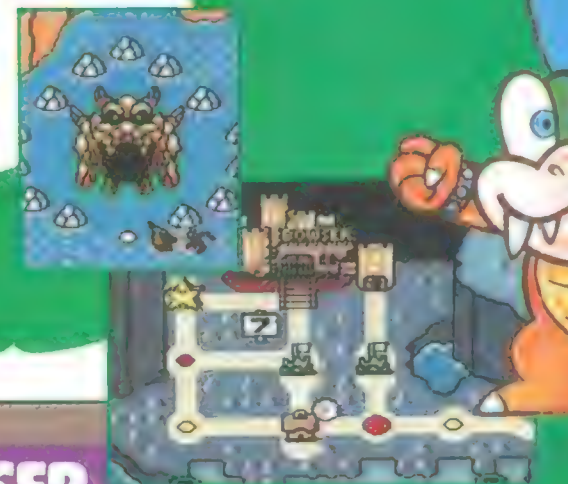
PAGE 117

CHOCOLATE ISLAND



PAGE 133

VALLEY OF BOWSER



THE CAPE

In this new world, Mario picks up one of his most amazing treasures, the Cape. With it, he can perform remarkable feats and soar to heights never before imagined.



CAPE ATTACKS

SUPER SPIN CAPE ATTACK

Mario's Cape is not only great looking, it gives him incredible powers. With the Cape, Mario can jump and spin to wipe out flying enemies. He can even plow through solid Block walls using the Cape attack, and when item Blocks are on the ground, he can use the Cape to get their contents.



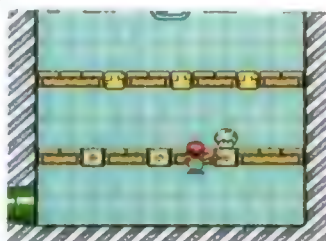
COIN BLOCK ATTACK



Without the Cape, Mario must stand under Coin Blocks and jump to hit them. The Cape makes collecting Coins easy because when Mario jumps and spins with it, he can hit the Block from any direction to retrieve Coins. He can also wipe out approaching enemies while hitting Blocks.

1-UP BLOCK ATTACK

In the five-tiered 1-Up Chambers, Mario can collect five 1-Ups if he has the Cape. He must Spin Jump and hit the lower left corner of each Block with the Cape. In each row, the first two Blocks will yield Coins, the last will give him a 1-Up. Begin on the left in each row.



CAPE JUMPS

SUPER SPIN JUMP

Mario's Super Spin Jump with the Cape is lethal. He can defeat most enemies with a single stomp when he's caped and spinning. It also allows him to break through Blocks below him, and he can jump and spin when multiple enemies approach to stomp one and slap another with the Cape.

SUPER SONIC FLIGHT

The most amazing thing about the Cape is that it gives Mario the ability to fly. That means that he can soar above areas that are too tough for land travel and sometimes find new, secret places that he never would have seen had he stayed on the ground. It opens a whole new world!



SLOW SAILING

You can control Mario's flying speed at take-off. After you have the speed to get airborne and leap into the sky, immediately press the Control Pad in the opposite direction from the way you are traveling. Your flight speed will be slower.

)))



PREPARING FOR TAKEOFF

RUNWAY LENGTH

In order to build adequate speed for takeoff, you need six block-widths of running room. You have to be cleared to take off, too; if you hit enemies on the runway you'll have to abort your takeoff! And if they score a hit that takes your Cape, you'll have to scrub your flight plan entirely—you're grounded!

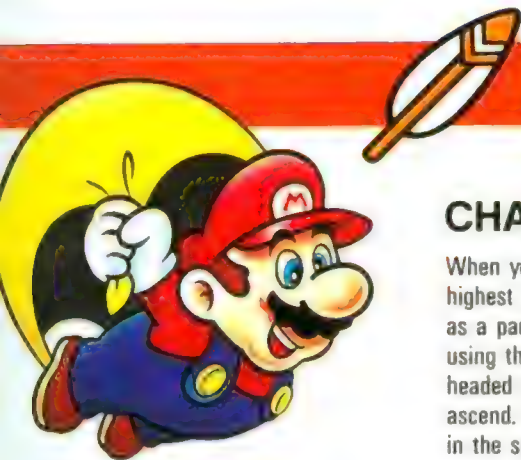


ACCELERATION

You have to accelerate to a high speed before you'll have enough momentum to take off. Begin by running in the direction you want to go, then press the Y Button to accelerate. When Mario puts his arms out, he's ready to take off! Press B to leave the runway. Suddenly you're airborne!



MARIO'S FLIGHT SCHOOL



CHANGING COURSE

When you release the B Button or reach the highest point possible, the Cape will open and act as a parachute. You can control the flight plan by using the Control Pad. Press the direction you're headed to descend; press the opposite direction to ascend. Have fun flying! Practice your techniques in the special hidden area in Donut Plains 1.



CLIMBING TO CRUISING ALTITUDE

When you get to be an ace pilot, you'll be able to reach the highest altitude possible. With careful timing, you can use the Control Pad to actually climb higher than you were in your initial ascent. When Mario's head drops, release the Control Pad and tap it quickly in the opposite direction to keep climbing.



TAKING CARRY-ON ITEMS

You can even carry items on the flight—you never know when a Koopa might come in handy! Press the Y Button, then approach the item and pick it up. Accelerate to super speed and press B to take off as usual. You'll find yourself flying with the item until you release the Y Button and fire it off like a missile.



LANDING FOR SHORT LAYOVERS



Don't let Vines or Fences ground you. If you come to one or the other while you're flying, press the B Button then Up on the Control Pad. Flying Mario will be temporarily grounded then immediately return to flight on the other side of the obstacle, and he won't even require a runway for takeoff.

SETTING FLIGHT SPEED

Learning to control your flight speed will give you the ability to either slow down to collect more coins or speed up to avoid pursuers. Release the Y Button when you've reached cruising altitude, then press the Control Pad and B to fly slowly. For super sonic flight, tap the Control Pad back and forth in both directions.

FLYING FIRST CLASS

YOSHI MAKES FLIGHT EASY



If Yoshi eats a Blue Shell, you can press B to fly for a short distance. When he swallows, your time is up. When you find wings for Yoshi, though, you'll really be flying first class! You'll be able to fly higher and farther than ever before. Who knows what you'll find hidden in the clouds when you finally fly that high!

CLEARED FOR LANDING

DIVE BOMB ATTACK

If you hold the B Button on your approach, you'll drift down to a nice, soft landing. If you're ready for more excitement, though, it's time to try a Fast Dive. On your descent, hold the Control Pad in the direction you want to go, then press and hold Y. You'll hit the ground with enough force to cause an earthquake that will clear out enemies!

SLIDING ATTACK



Another fun landing technique is the Body Press, or Sliding Attack. If you press and hold the Y Button but not the Control Pad, you'll begin a slow descent with an open Cape. You can control the landing and either body slam a single opponent or slide gently through several at once. It won't make the earth move, but whichever way you use it, the Sliding Attack can have a devastating effect on the enemy.



YOSHI

Mario discovers Yoshi, a wondrous and important friend near the beginning of his journey. This new-found friend unlocks many of the secrets of Dinosaur Land and brings special powers into play. Mario will be very glad that he met this new dinosaur buddy.



YOSHI PIGS OUT

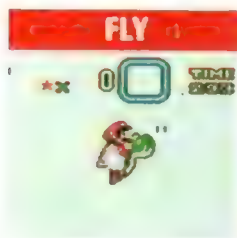
TAKE TEMPTING TREATS FROM ABOVE



Usually, when you press the Y Button, Yoshi squats down, then snakes his tongue out to snack on things below eye level. To reach higher things, press and hold Up on the Control Pad, then press X or Y to make his tongue shoot out while he's standing straight up. Jump and press X or Y to reach flying objects.

FEAST ON FLASHING SHELLS

Yellow-shelled Koopas can begin to flash and chase Mario. Flashing shells are like wild cards for Yoshi. When he eats one, he can perform any of the three special tricks made possible by shell power. He can fly for a time, cause an earthquake, and even spit fire. It's like having an entire meal on a single half-shell.



THREE KINDS OF BERRIES

Mario and Yoshi sometimes come upon Berries just waiting to be picked. Keep feeding them to Yoshi, and see what happens when he eats a certain number.



When Yoshi eats ten Red Berries, an egg hatches into a Super Mushroom.



Two Pink Berries yield an egg that hatches. The hatchling throws Bonus Coins.



When Yoshi manages to munch three Green Berries, he adds 20 valuable seconds to the timer.

OUT OF REACH? LAP IT UP!

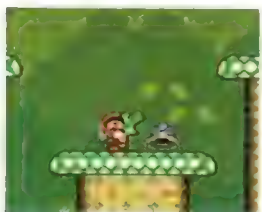


Yoshi can actually retrieve items that are out of Mario's reach with his tongue. He can sometimes dart his tongue through walls or snake it around pipes to grab things on the other side. Only Yoshi's tongue can reach some of the keys that lead to secret exits.



SPIT IT UP

RECYCLE SHELLS



Yoshi is environmentally correct. When he eats Red Shells, he always spits fire. With Blue or Green Shells, though, you can keep him from swallowing them, spit them out, then reuse them. Have Yoshi pick up the Shell, then, just before he swallows, press Down on the Control Pad and X or Y. He'll spit it out so he can pick it up again.

RESTORE P-SWITCHES



With Yoshi, you can also reuse the P-Switches time and time again. First, stomp the switch, then have him eat it. Before he swallows, make him spit it out. It will be in its original form when he does, so you'll have the chance to jump on it again. It's a great trick to try when you can stock up on items in the area.

JAMMIN' JUMPS

YOSHI BOOST



You can jump extra high with a Yoshi Boost double jump. First, press the B Button to make Yoshi jump. At the height of his jump, press the A Button to make Mario jump higher still from that point. With this special jump, Mario can reach heights you wouldn't have believed possible.

SPECIAL SPIN



If you attempt to Spin Jump while you're riding Yoshi, you'll be disappointed. If you leave Yoshi on a Block you want to break, then dismount to Spin Jump, he'll do the jump with you. It's a good technique to try when you don't want to leave the helpful little guy behind.

YOSHI'S POWER PLAYS

DINO EGGS

Dinosaur Blocks can become hiding places for 1-Up Mushrooms. If you already have Yoshi and come upon a block that usually gives you Yoshi, hit it and a 1-Up Mushroom will pop out. It will run out to the right, so be sure to be in a spot where you can pick it up before it scoots off the screen.



DINO DEFENSES

DODGE THE BULLET

When Mario rides Yoshi his damage zone is significantly reduced. This means that even if an enemy makes contact, you may get by unscathed. For example, when Banzai Bill flies over, it looks like he hits the pair, but they escape unharmed.



WONDER WINGS



In some areas you will find Blocks that hold Wings for Yoshi. With the special Wings, you can reach bonus stages high overhead, and collect tons of Coins. If you fall off the bottom of the stage with the Wings, you automatically clear the stage and get a Blue Yoshi!

RIDE ROUGHSHOD



Yoshi's shoes are so tough that he can stomp enemies that even Super Mario finds unstoppable. When he flattens a Koopa, even its shell disappears. And Super Mario is no match for Munchers—they gobble him right up—but Yoshi can walk right over the top of them. Now that's what we'd call steel-toed shoes!

DINO-MITES

HUNGRY BABIES NEED THEIR DINNERS

RED



BLUE



YELLOW



In the Star World, Mario finds young dinosaurs that look like Yoshi, except that they're different colors. As babies, they aren't very powerful. Feed them five Berries or enemies, though, and they grow up.



SUPER STUNTS

Even Super Mario aficionados will be surprised by the number of new moves he has in this world.

He's out to prove that caped Super Mario is a super hero to be reckoned with.



JUMPING

CONTROL YOUR AIR TIME

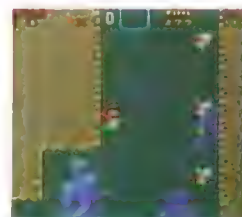
In Mario's latest adventure, play control is better than ever. When Mario is in the midst of a jump, for example, you are really in control of the whole flight. To make a precise landing, you can hold the B Button to slow him down and direct him to an exact touch down site.



SWIMMING

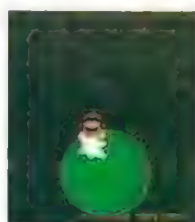
SWIFT SURFACE

Naturally, Mario learned to swim in Super Mario Bros., but he has learned lots of aquatic maneuvers since then. For instance, he can make a speedy surface if you hold Up on the Control Pad then press the A or B Button. He'll be rising to the top and taking in air in no time!

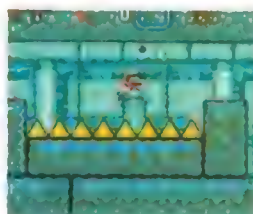


SPIN OUT

Spin Jumping is, of course, an effective way to completely destroy many enemies, but even if the attack doesn't wipe them out it sometimes stuns them, and at the least, it ensures your safety. Mario can Spin Jump even huge enemies such as the Big Boo without being injured. Hold the B Button while spinning to shoot even higher.



SIDE STROKE



Mario swims like a fish. Press Up diagonally on the Control Pad and tap A or B to swim to the side. Press diagonally Down and tap A or B to tread water. When you master his underwater ways, you'll be able to thread your way through the schools of enemy fish that wait ahead.

STOMPING SEA SLIME

In underwater stages, one touch from a sea creature is usually enough to dry dock Mario. He can still stomp them, though, with a direct hit from above. In fact, if he stomps certain enemies without touching the ocean floor beneath them, he can even earn 1-Ups.



SMOOTH SLIDING ATTACKS

SLIDE DOWN

In worlds with slippery surfaces, Mario can do some fancy slipping and sliding that take his enemies by surprise. On a slope, press Down on the Control Pad to slide down the hill, toppling enemies all the way.



SLIDE UP

Believe it or not, he can even do a slick slide uphill. When you're facing an incline, press and hold the Y Button to run. Then, as you begin to climb, press Down on the Control Pad to make him slide up the hill.

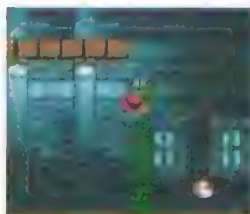




CLEVER CLIMBING

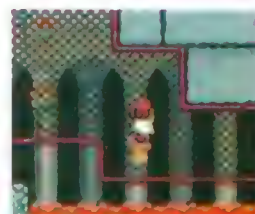
CLIMB THE VINE

Mario is vulnerable to air attacks when he's climbing Vines, but he can avoid them by scurrying quickly to the top. Jump onto the Vine and hold Down on the Control Pad, then tap the B Button to quicken his climbing pace. Often, he can hustle right out of dangerous areas this way.



HIT THE FENCE

Press B to jump onto the Fence, then Up on the Control Pad to cling to it. When Koopas are on your side of the Fence, climb down to hit them from above. If they're on the other side, press Y to punch them through the Fence, or go to a gate and press Y to climb through and attack there.



SHELL SHOCKERS

SET THE SPEED



The Shell left from a single Koopa-stomp becomes a weapon in Mario's hands. He can either kick it or throw it, depending on the circumstances. Press and hold the Y Button to pick a Shell up; release Y to let it fly. The faster he's running when he lets go, the faster it will travel when it's released.

CLOSE-UP SHOT



A trick Mario used in Super Mario Bros. 3 works just as well here. If he stands one Block-width from a solid object and lets a shell fly directly at it, it will rebound and hit him without injuring him. If the object is a Mystery Block, it might even give him something special.

PACK PROTECTION

The Shells are usually Koopa armor, but Mario can use them for temporary protection, too. Press the X or Y Button to hold a Shell and carry it with you. When an enemy strikes, the Shell will take the shock. It absorbs only one hit, but sometimes that can make a big difference.



CHUCK IT UP

To throw a shell directly up, press X or Y to pick it up, stand below where you want it to go, and look up. When you release X or Y, the shell will shoot straight up. It's a great way to hit Blocks or enemies that are out of reach. You can also throw Shells at angles by pressing the Control Pad diagonally.



DROP IT!

At times, throwing a Shell is a dangerous move. If there is a pipe ahead, for instance, it might rebound to come back and hit you. You don't want to be the cause of your own demise! To leave a Shell behind, press Down on the Control Pad and release the X or Y Button to set it down safely. You can then scout ahead to see what's coming, and you can always come back to get it if you haven't ventured too far.



STEALTH ATTACK

If you're holding a Shell while an enemy approaches, but you can't throw it because it will get you on the rebound, too, try a simple trick. Put it down right in front of your foe. He'll walk into it and take himself out. Then pick the Shell up again and repeat the move with the next enemy that comes along!



USING ITEMS

There are plenty of new items to use in Super Mario World. Learning how to use them to your

best advantage will make your journey much easier and more interesting.



PICKING THINGS UP

THE RIGHT STUFF

Power-Up items are hidden throughout the game. Some are enclosed in Blocks, others just pop out unexpectedly. Unlike the Power-Up items in Super Mario Bros. 3, all of these run off the screen to the right, unless you accidentally block their paths. This time, you'll know where to wait for them.



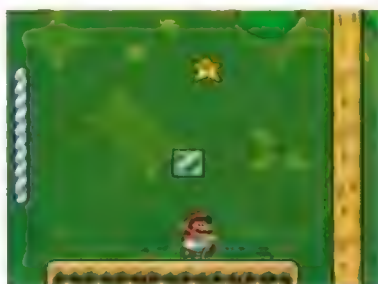
GET GREEDY

You can collect Power-Ups in a hurry by taking pipes to bonus areas where caches of treasures are waiting. Take the Power-Ups, leave, then return again and again. Each time you return, the supply will have been replenished. There are several places in the game where Power-Ups are ripe for the taking. Try to find them all and stock up before entering especially difficult areas.



ROULETTE BLOCKS

When you hit a Roulette Block, either a Super Mushroom, a Fire Flower, a Feather or a Super Star emerges. Which will it be? That's where roulette comes in. The items always appear in the same order, and you can see through the Block. Hit it when the item that comes just before the one you want is showing in the Block.



RIGHT ISN'T RIGHT

If you don't want to wait for an item on the right, you can force it to go left if there is another Block to its right if you're quick. Hit the item Block and as soon as the item appears, hit the Block on its right. That Block will pop up and change the item's course. This trick will be very helpful in some areas.



LOOK AHEAD

The Left and Right Buttons on the Super NES controller are very useful in this game. When you're near the right edge of the screen, you're in a dangerous spot because you can't see what's coming up. You might run off a ledge or right into the jaws of an enemy. Use the Right Button to scroll right and see the entire scene before you enter it. It also starts the activity in that area.



ITEMS IN RESERVE

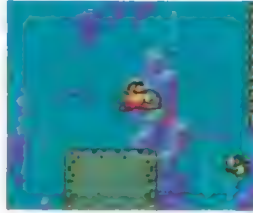
You can hold an extra item in reserve and use it when you need it. The extra item will be displayed in the blue box at the top of the screen. When you're small Mario, you are most likely to get a Super Mushroom from a Prize Block, but if you're already Super, you'll get a Fire Flower or Feather, either of which is more valuable. If you have a Super Mushroom in reserve it makes sense to use it before you hit the Block so you'll get the more useful item.



MAKING MOVES WHILE HOLDING ITEMS

SPIT FIRE

Usually you press X or Y to pick something up. If you're fiery, though, you'll throw fireballs and fry the object; if you wear the Cape, stand beside it, and press X or Y, and you'll destroy it. Before you near it, press and hold X or Y. After you throw fire or finish spinning, approach the object and pick it up.



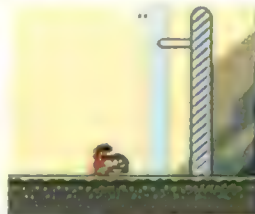
GET OUT OF HOT WATER

To jump out of the water diagonally, press the Control Pad that direction and tap the B Button repeatedly. You'll land in the water then jump out again. If you're holding an item, though, the same combination will let you skip across the surface, safe from sea life lurking below.



PASS THE GOALPOSTS

When you break the tape at the Goalpost when it's high in the air, you'll earn lots of Stars. Collect 100 Stars to go to a Bonus Game. That's not the only way to earn rewards at the finish line, though. If you hold an item, such as a Shell or a P-Switch, as you pass through the final Goalposts, you can earn special rewards. Depending on the item you carry and the item you have in reserve, you'll get either a Power-Up or a 1-Up. If you carry an important item like a Key or Baby Yoshi, you'll be assured of earning a 1-Up. The chart below shows which combinations yield which rewards.



| | ITEMS IN RESERVE | | | |
|-------------|------------------|----------------|-------------|---------|
| | NOTHING | SUPER MUSHROOM | FIRE FLOWER | FEATHER |
| MINI MARIO | | | | |
| SUPER MARIO | | | | |
| FIERY MARIO | | | | |
| CAPED MARIO | | | | |

CLIMB VINES

What a clever guy! Mario can even climb Vines carrying items. First, pick the item up, then move over to the Vine. Look up and release X or Y to throw it up. Start climbing. Mario will catch the item as he climbs and continue with it to the top. There are, of course, many Vines in the game. When they take you to new areas, it's often a good idea to pack things with you that will be useful there.



HOP ON FENCES

You can also climb along on fences holding an item. Pick it up, go to the fence, throw the item up, then jump onto the fence and catch it. Press and hold X or Y to hold it as you move. To punch enemies or rotate on gates you would usually press X or Y. Instead, when you're holding something, press A or B.



MARIO CAN HOLD TWO ITEMS AT ONCE!

Although it's a move that is useful only when you are crossing through final Goalposts, Mario can hold two items at once. First, stack the two items by taking one to exactly the same space as the other. Push X or Y and Down on the Control Pad to stack one on the other, then press X or Y again to pick both up. When you pass through the posts, you'll be rewarded for both items!



INSIDER INFO

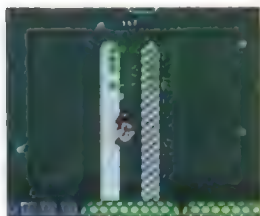
Mario's Cape and Yoshi are exciting new features, and there are even more tricks in Super

Mario World that make the game super special. Mario maniacs will want to try them all!



ROUNDUP 1-UPS

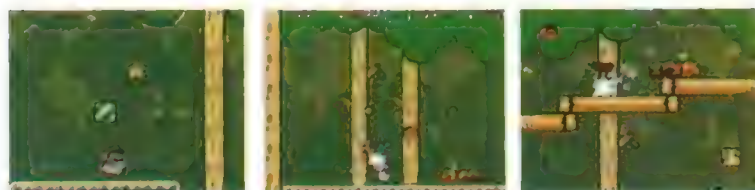
GOALPOST STARS



When you reach the final Goalposts of each stage, you can see Stars by jumping up and actually breaking the tape instead of just walking through the posts. Break it at its highest point to get 50 Stars. When you collect 100 Stars, you'll be taken to a Bonus Game where you can earn as many as eight 1-Ups!

STAR ATTACK

The Super Star that appears occasionally makes Mario invincible. He can plow right through even the toughest areas when he has star power. Take the time to defeat as many enemies as you can while he's invincible because you'll earn points for every one. If you can rack up 8,000 points, you'll get a 1-Up for each enemy you beat from then on, as long as Mario's Star power lasts. Now that's what we call a starring role!



ENEMIES ADD UP



It's more difficult to make it to the Goalpost if there are lots of enemies blocking your path. For it, though. You'll earn Bonus Points for every active enemy that is on the screen when you actually pass through the posts. You can even lure more enemies to that screen by scrolling back and enticing them to pursue you.

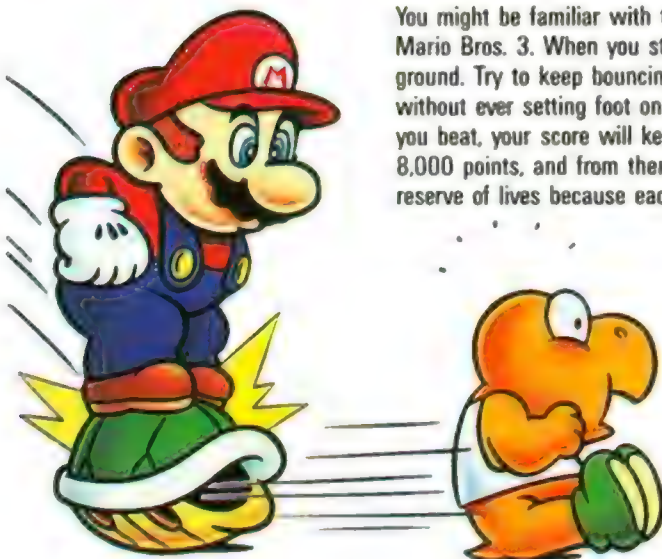
FLIP THE SWITCHES

The gray P-switches turn Koopa Troopas into gray Coins. Collect as many Coins as you can to score lots of points. If you score 8,000 points, any additional Coins you pick up count for extra Mario lives. The first earns 1-Up, the second 2-Up, and others 3-Up.



DON'T TOUCH DOWN

You might be familiar with this trick if you played Super Mario Bros. 3. When you stomp a Koopa, don't touch the ground. Try to keep bouncing from enemy to enemy without ever setting foot on terra firma. With each bad boy you beat, your score will keep multiplying until you reach 8,000 points, and from then on you will start building up a reserve of lives because each hit will yield a 1-Up.



THE MAGIC NUMBER

This trick is very tricky indeed. It requires you to match numbers from the Stars you earn breaking the final tape the time remaining when you complete the stage. If the tens digit of the number of Stars you got matches both tens and ones digits of the time left on the ticker, you'll get a 1-Up. For example, if you picked up 27 Stars breaking the tape at the final Goalposts, and you had 1 seconds left on the timer, you will earn that 1-Up. Whee! That's a tough one to pull off!



BASH THE BONUS BLOCK

The Bonus Blocks, which are marked with stars, might cough up a Coin or a 1-Up. Count your Coins carefully as you collect them. If you collect more than 30 coins in one course, the Block will yield a 1-Up. Otherwise, expect a single Coin when you bash the Block.



SAVE UP DRAGON COINS

If you follow a somewhat complicated sequence as you collect Dragon Coins in certain areas, you can earn lots of extra lives. Picking up five Dragon Coins in a single stage is worth a 1-Up, six are worth 2-Up, and seven are worth 3-Up. The catch is that if you collect them in the wrong sequence, you'll never come across that many in one stage. You might have to leave some where they are, move ahead to pick up others, and backtrack to pick up the ones you left. Experiment to see how many you can find.



SECRET SEQUENCES

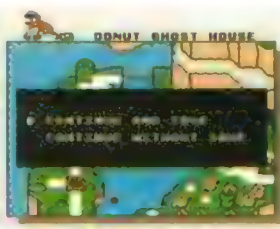
Don't get stuck in a rut. Take time out to explore! Try various routes through stages to see if there are special hidden items. There are actually more than ten 1-Ups in some stages, but you won't find them unless you follow particular routes.



OTHER SPECIAL FEATURES

SAVE THE DAY

When you discover how huge Super Mario World is, you'll be glad that you can Save your progress at various points. You can Save when you complete Switch Palaces, Ghost Houses, Fortresses, the Ghost Ship, and the Special World. If you want to Save even more often, return to the Donut Plains Ghost House with the Cape. Enter, then fly up and left to the ledge above. Run to your right and the special room with the 1-Ups, then exit and Save.



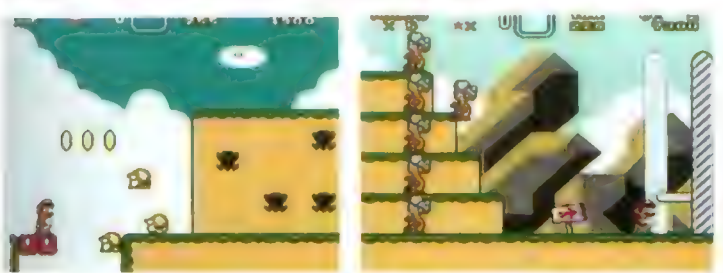
RETURN TO FAMILIAR TERRITORY

Use the stages you've already completed to your advantage. Once you finish an area, you can always go back to it. If you found special items or 1-Ups in an area you finished, go back and get them again when you need them. It's easy to exit completed areas, too—just press Start, then Select. Later, we'll show you where you can find special items and Power-Ups. You might also want to return to completed areas from time to time to make sure that you have explored the entire stage.



SCROLL STRATEGICALLY

Use the Left and Right Buttons to look forwards and backwards. This technique is especially useful in Fortresses and in underground caverns, where Swoopers often lie in wait. When you scroll ahead, you make them swoop while you're still a safe distance from them. Scroll back to bring more enemies to the area around the final Goalposts.



FRIED FOES

When you use fireballs to beat enemies, they become Coins that pay off in more ways than one. Instead of picking them up, if you let the Coins roll into the scenes ahead, they sometimes keep other enemies from appearing. If an area has lots of characters, the Coins can cause an enemy overload. If there are too many for one screen, the Coin will appear, the enemy won't.



FOES

The new World of Super Mario is inhabited by a mad menagerie of kooky foes. From caped Koopas to Dino Rhinos to Mega Moles, pesky critters crawl, creep, fly, swim, bounce, slither and even tunnel into Mario's path—but a cape-able Mario can handle them all!

KOOPA TROOPA



Mario's most famous foe, Koopa Troopa, comes in four colors. A single stomp brings them out of their shells, a double gets rid of them for good.

WINGED KOOPA TROOPA



With wings, the red, green and yellow-shelled Koopas create confusion in the air but are good Yoshi food. Each shell gives Yoshi special power.

KOOPA WITHOUT A SHELL



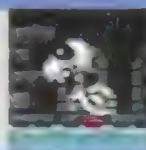
Like fish out of water, Koopas out of shells are vulnerable, but they can still sneak up on an unwary Mario. A single stomp takes care of them.

SUPER KOOPA

Caped Koopas aren't so super. They may be able to fly, but one stomp grounds them, a second wipes them out. Flashing Super Koopas drop feathers.



DRY BONES



This bone-chucking skeleton is bad news. He reassembles his skeleton after a simple stomp, but Mario can reduce him to a pile of rubble with a Cape Attack.

SPINY EGGS



Lakitu pops out of pipes and tosses a shower of Spiny Eggs. Either avoid them or Spin Jump them before they hatch into persistent pests.

SPINY



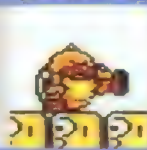
A creepy crawler with a prickly personality, Spiny makes a point of sticking around when he's not wanted. Do some damage to him with a Spin Jump.

CHARGIN' CHUCK



Helmeted and heavily padded, Chargin' Chuck is well protected. It takes three hits to sideline him. Watch out for his blitz—don't get sacked!

SUMO BROTHER



This hot-tempered Hammer cousin perches on brick platforms and throws fireballs onto the ground below. Knock him off his Block between bursts.

MAGIKOOPA



This Koopa has a magic touch and a disappearing act that keeps you guessing where he'll show up next. Dodge the spells he tosses your way!

AMAZING FLYING HAMMER BROTHER



Atop flying Blocks, this bro sits sedately and throws deadly hammers. Knock him off from below, then hitch a ride on the flying platform.

GOOMBA



Hard-headed, grouchy Goombas have plagued Mario since his early days. He can stomp them once, then pick them up and use them for ammunition.

FLYING GOOMBA



When Goombas take to wings, they make air travel treacherous. Mario can stomp them with big leaps, and they also make a good meal for Yoshi.

PARAGOOMBA



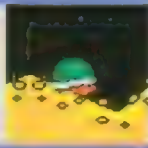
Stomp the Paragoombas' open chutes to ground them. When they drop, they drop in swarms, so be prepared to do some tap dancing on parachutes.

GOOMBA IN A BUBBLE



Just when you think that you've seen every Goomba imaginable, one floats down in a bubble. First you must pop the bubble, then stomp the Goomba.

BUZZY BEETLE



Usually found in caves, Buzzy has a rock-hard shell that's tough to crack. Stomp and kick him out of the way or use one super Spin Jump.

SPIKE TOP



Spiky armor protects these little tank-like creatures, and all-terrain traction takes them up and over obstacles. Spin Jump to avoid damage.

BONY BEETLE



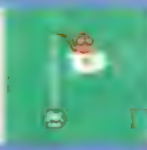
This bunch of bones is really a petrified beetle with a bad attitude. Stomp him to stop him briefly; use a Cape Spin to get rid of him for good.

LAKITU



Lakitu has his head in the clouds. He throws out Spiny Eggs, but if Mario can avoid the eggs and beat Lakitu, he can take the cloud for a ride.

FISHING LAKITU



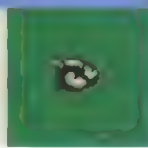
This clever angler tries to lure Mario with a 1-Up Mushroom. If Mario takes the bait, though, Lakitu starts throwing those miserable Spiny Eggs.

LAKITU IN A PIPE



Not all Lakitus live in clouds. Some inhabit pipes, but they have the same bad habit of pitching Spiny Eggs. When one pops his head out, stomp!

BULLET BILL



Small and quick, Bullet Bill seems to blast from out of nowhere. A well-timed jump will burst his bubble, but sometimes it's best just to duck.

BANZAI BILL



This mutant bullet doesn't show up very often, but when he does, it's a sudden appearance. If you can't find a niche to hide in, try to stomp him.

TORPEDO TED



Soda Lake is Ted's domain. The seldom seen torpedo fires with deadly accuracy, so do whatever you can to stay out of his lethal line of fire.

BLURP



Not much for adventure, Blurp moves back and forth, always on the same path. If Mario can't swim around the slow-moving fish, he has to stomp them.

FISH IN BUBBLES



Bubble Fish bob about, protected by their bubble cases. You'll have to pop their bubbles and hit them while they're unprotected.

CHEEP CHEEP



Cheep Cheeps claim that diving masks improve their underwater vision. That might be true, but they don't stray off their set path to explore.

PORCUPUFFER

An overstuffed blowfish with an inflated opinion of himself, Porcupuffer thinks he owns the ocean. Avoid him or upend him with a Cape Spin.



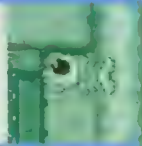
RIP VAN FISH

Talk about cranky! Asleep, Rip Van Fish is harmless. Wake him, though, and you'll have to high-tail it out of there before he can hunt you down.



FISH BONE

This finny fossil follows a straight and narrow path. He's slow but deadly if you dare to step into his territory at the wrong time.



BOO BUDDY



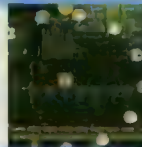
Even the Big Boo needs a buddy but his side-kick is a baddy. Boo Buddies can haunt you down and give you the boot before you can say boo hoo.

DISAPPEARING BOO BUDDY



Sometimes lots of Boo Buddies hang out together, appearing and disappearing at will. Their untimely appearing acts make jumping dangerous.

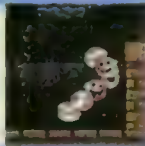
CIRCLING BOO BUDDIES



These Boos are big bullies! They circle around, waiting for you to get impatient and make a mistake. Wait for the right moment to make a move.

BOO BUDDY SNAKE

For another prank, Boo Buddies team up to form a snake that bounces around in search of a victim. Sneak by when it bounces away.



BOO BUDDY BLOCKS

Ghost Blocks or Boo Buddies? When they're Boos, they follow you. If they become Blocks in just the right places, they're actually helpful.



BIG BLUE BOO

This ghost is beyond sad—he has a bad case of the Haunted House Blues. He isn't much fun, so Spin Jump over him or use a Sliding Cape Attack.



THE BIG BOO



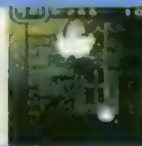
The giant Ghost House host isn't very hospitable. Use the Blue Blocks for ammo. Throw them up at him to send him haunting elsewhere.

EERIE



As they sweep through Ghost Houses, Eeries can catch Mario off guard. He can't beat them, but he can jump them or stop them with a Spin Jump.

FISHING BOO



Fishing Boo floats above, just out of reach, dangling wisps of ectoplasm from a ghostly rod. Don't take the bait! Just keep right on running.

JUMPING PIRANHA PLANT

Spin jump these flesh-hungry garden rejects! You can also either fry them with fireballs or feed them to Yoshi. He needs his vegetables, too!



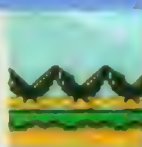
PIRANHA IN A PIPE

Some Piranha Plants pop down out of Pipes. Their vines block your path completely, so wait for them to retreat before you continue.

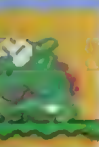


MUNCHERS

They look like clams from the dark side, but they're really Mario-munching menaces. Don't make Mario their next meal! Jump them or ride Yoshi.



DINO RHINO



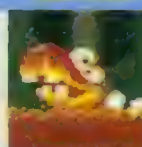
Big but nearsighted, Dino Rhino looks more dangerous than he is. Mario can easily evade the big lug, but he also can stomp him down to size.

MINI-DINO



Mini-Dinos have hot tempers and foul breath. They shoot jets of fire when they're not moving, so when they stop, get ready for a heat wave.

BLARGG



Blargg gets hot under the collar when intruders enter his cavern. He pops up out of the molten lava and tries to snatch you off your skull raft.

REX

It's easy to vex Rex. Stomp once to crunch him like an accordion and twice to get rid of him for good. A Spin Jump takes him out in one step.



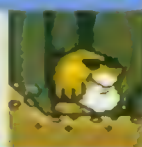
REZNOR

Dwelling deep within a dark fortress, Reznor feeds on fire and rests on rotating platforms. Avoid the fireballs he spews and bump him from below.



MEGA MOLE

Mega Mole may have bad eyesight, but his Mario-seeking radar is keen. Mario can actually put him to good use: hop right on and hitch a ride.



MONTY MOLE



Small but persistently pesky, Monty Moles pop suddenly out of the ground and pursue Mario wherever he goes. Flatten them with solid stomps.

BOB-OMB



Don't let Bob explode near you! Kick him away or pick him up and throw him. Don't carry him for too long, though, or you'll be seeing stars.

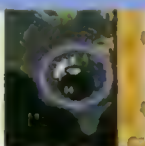
PARABOMB



Part of the airborne attack unit, Parabombs fall from the sky to attack on land. Take them out before they light by attacking their parachutes.

BUBBLE BOB-OMB

Sometimes Bob-omb is encased in a protective bubble. Take away his advantage by bursting the bubble, then attack quickly before he explodes.



GRINDER

Although he usually follows a fixed path, this deadly disc has been known to jump the tracks on occasion. Spin Jump for your own protection.



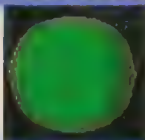
CHAINSAW

Chainsaw is a blade gone bad with a mind set on massacre. He follows a set course, so Mario can watch for him and hurdle when he comes near.

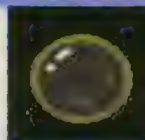


FUZZY

Fuzzy things are usually cuddly, but this fiendish furball means trouble. Yoshi likes to feed on Fuzzies, so take him to Fuzz-infested areas.

BIG BUBBLE

The Big Bubble bounces along, flattening anything in its path. Mario can either Spin Jump over it or use the Sliding Cape Attack to beat it.

BIG STEELY

The giant steel balls that Bowser throws from the Clown Ship are impossible to beat. Stun them by hitting them with well-timed Spin Jumps.

BALL 'N' CHAIN

Huge Ball 'N' Chains guard the hallways in some of the fortresses. The gigantic spiked Balls are deadly, but you can run through the Chains.

**THWOMP**

A stone with motion sensors. Thwomp crashes to the ground when anything tries to pass beneath him. Wait until he's on his way back up to cross.

**THWIMP**

Thwomp's young cousins. Thwimps are chips off the old block. They, too, drop from above. After crashing, they stay on the ground, jumping around.

**URCHIN**

Urchins are as dangerous as underwater mines. They move slowly up and down or back and forth, but one touch will blow Mario out of the water.

FLOATING MINE

This spiked ball floats on the surface, ready to burst the bubble of any super hero who lands on its prickly coat of armor. Spin jump, quick!

MINI-NINJA

Being cooped up in Bowser's Castle has driven the Mini-Ninja batty. He bounces up and down, waiting for a hapless hero to use for a punching bag.

POKEY

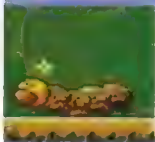
Aptly named, Pokey sidles slowly sideways, puncturing whatever he touches. Take him down a notch with a shell, or use Yoshi to eat him up.

**VOLCANO PLANT**

It looks harmless enough—that is until it erupts, spewing flaming fireballs straight up. Dodge the fire and maneuver Yoshi in for a hot meal.

**SWOOPER**

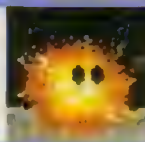
If Mario treads in its territory, this cranky cave-dweller dive-bombs from above, hoping to silence the noisy intruder. Thump it on the head.

**WIGGLER**

Wiggler, who slowly winds his way through life, isn't a great threat. If Mario lands on his head, though, he gets mad and turns beet-red.

LI'L SPARKY

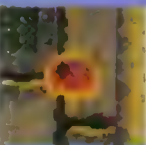
This little sizzler lurks in fortresses, waiting to turn up the heat when Mario arrives. Hot-foot it on out of there before he gets to you.

HOTHEAD

Everybody knows that Hotheads have bad tempers. Cooler heads will prevail. It's best to just avoid this short-fused foe by jumping over him.

LAVA BUBBLE

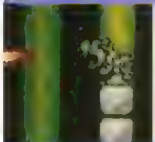
Lava often bursts into bubbles when it reaches the boiling point. Wait until they begin to fall before you try to leap over them to safety.

**FIRE SNAKE**

In the bonus stage lives a flaming serpent that leaves a trail of fire to ensnare Mario. Avoid direct contact and jump for unscorched ground.

**MECHAKOOPA**

As if his Koopalings weren't bad enough, Bowser created robot Koopas to serve as his ultimate guardians. These mechanical wonders are heartless!

**GRAY BOWSER STATUE**

Bowser has statues of himself stationed in his castle. This gray stone likeness can't move, but it can spit fire if Mario gets close enough.

GOLD BOWSER STATUE

How vain can Bowser be?! Another statue, this one gold, awaits visitors. This one doesn't spit fireballs, but it can move and pursue Mario.

DOLPHIN

This is actually a finny friend, not a foe. In some water stages, Mario can keep out of hot water by hopping aboard and riding to higher ground.

IGGY KOOPA

Icky Iggy thinks he's the boss of Yoshi's island. He sits on a sinking ship, spitting fire at Mario, who has to knock him into the drink.

**MORTON KOOPA JR.**

Bad boy Morton controls the Donut Plains Fortress. He's more talk than action. Reaching him is no cake walk; beating the big mouth isn't so tough.

**LEMMY KOOPA**

Lame Lemmy, pretender to the thrown of the Vanilla Dome Fortress, has two henchmen with him. You have to hit Lemmy, but which one is he?

**LUDWIG VON KOOPA**

Ludwig strikes a sour note in the Cookie Mountain Fortress. Mario must hit him as he's spitting fireballs to do any damage to the hard head.

ROY KOOPA

Randy Roy climbs the walls—and walks on the ceiling, too—aiming to make Mario his landing strip, and all the while, the walls are closing in.

BOWSER

Bowser's Heli is a clown gone crazy with a maniacal madman at the helm. And with him, he has a fiendish bag of tricks to play on our hero. As he hovers overhead, Bowser throws gigantic bowling balls and handfuls of Mecha-koopas. Can Mario turn the tables and brain Bowser with bashed mechanoids? It's his only hope as the twisted Clown Ship closes in!

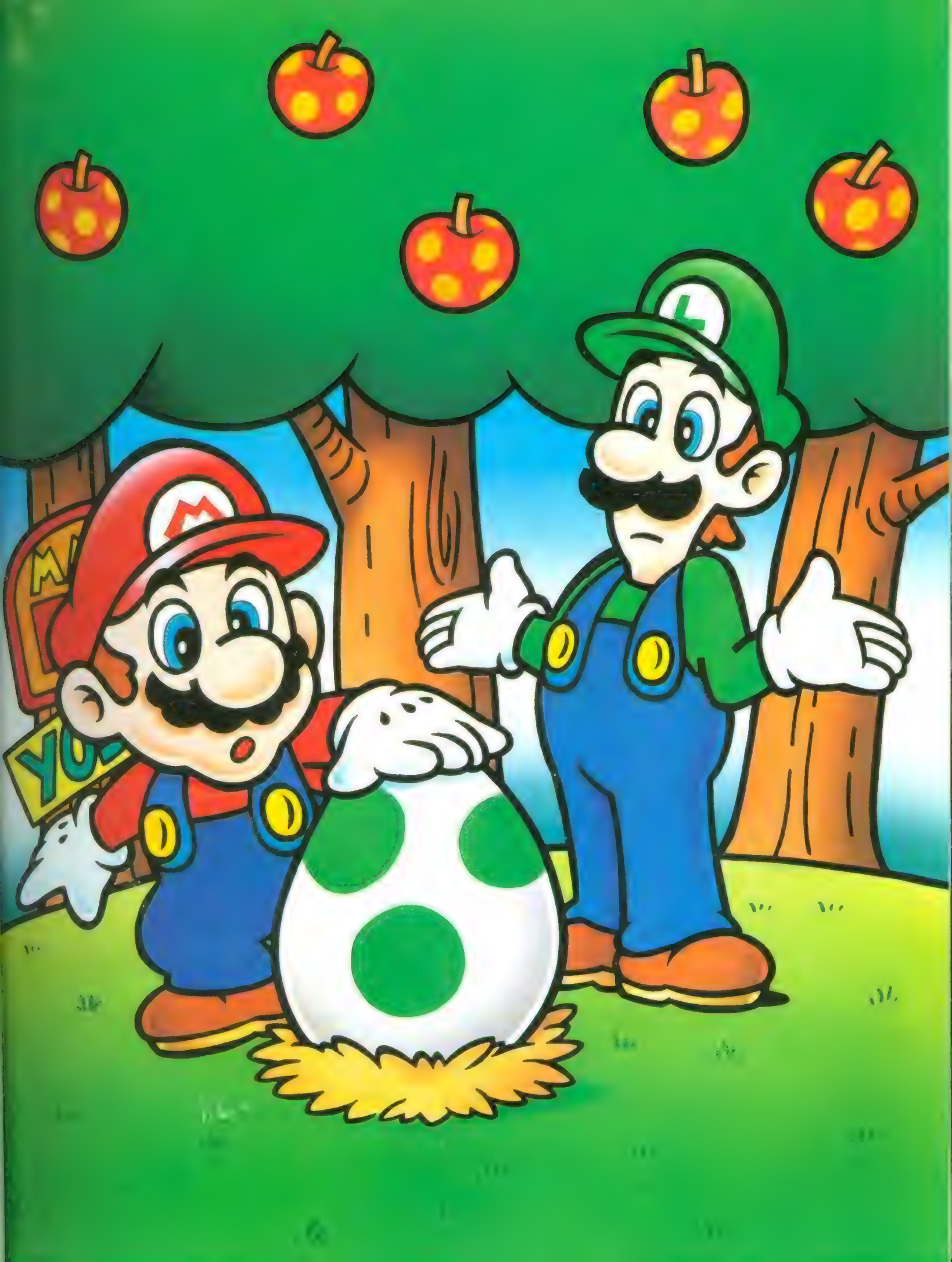
WENDY O. KOOPA

The only Koopalette, Wendy O. pops out of pipes with two decoys. You'll have only a moment to identify the real Wendy and bop her on the head.

**LARRY KOOPA**

Alone on his island 'n the bubbling lava, Larry spits fire and waits for a challenge. Mario is just the fire fighter to give Larry the boot.





YOSHI'S ISLAND

MARIO'S NEW ADVENTURE

As the game begins, Mario finds that Yoshi's home is empty. A message tells you that Yoshi is trying to help his friends who were captured by Bowser. Mario's first task is to find Yoshi somewhere in the six areas of Yoshi's island. He'll have to run and stomp, but it shouldn't take too long, because there are no secret exits.



TOP OF THE ISLAND



COURSE DATA

| COURSE | TYPE | DIFFICULTY | TIME | MIDWAY GATE | STANDARD EXIT LEADS TO |
|----------------------|-----------------|------------|------|-------------|------------------------|
| YOSHI'S ISLAND 1 | FIELD | ★ | 300 | YES | YELLOW SWITCH PALACE |
| YOSHI'S ISLAND 2 | FIELD | ★ | 400 | YES | YOSHI'S ISLAND 3 |
| YOSHI'S ISLAND 3 | OBSTACLE COURSE | ★ | 300 | YES | YOSHI'S ISLAND 4 |
| YOSHI'S ISLAND 4 | OVER WATER | ★ | 300 | NO | #1 IGGY'S CASTLE |
| YELLOW SWITCH PALACE | SWITCH PALACE | ★ | 200 | NO | — |
| #1 IGGY'S CASTLE | CASTLE | ★ | 300 | YES | DONUT PLAINS 1 |

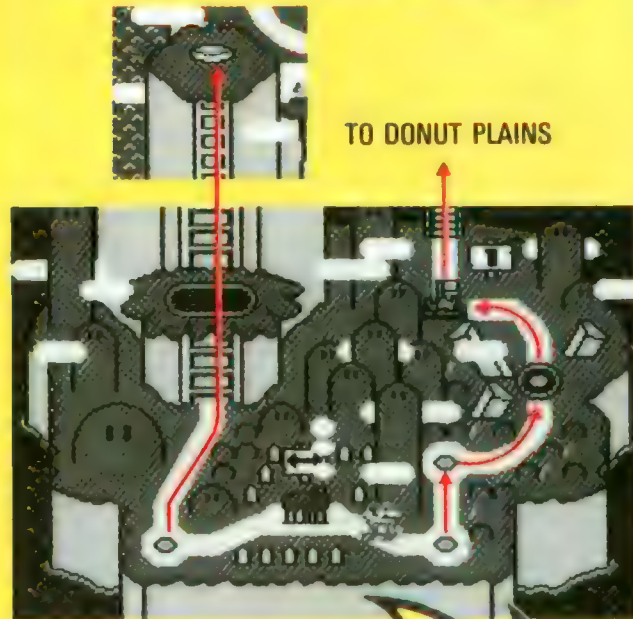


Bump the Block in Yoshi's house to bring up the message, then head outside to begin your search of the island.

YOSHI'S ISLAND



ROUTE GUIDE



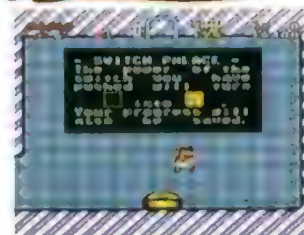
TO DONUT PLAINS



Yoshi is overjoyed at being saved, but now he needs your help to find his pals.



IGGY



Don't miss the Yellow Switch Palace. If you go there, your trip will be easier.

| SECRET EXIT LEADS TO | SAVE | 1-UP | POWER-UPS | PAGES |
|----------------------|------|-------|-----------|---------|
| _____ | NO | _____ | | p.56~57 |
| _____ | NO | ★ | | p.56~57 |
| _____ | NO | _____ | _____ | p.58~59 |
| _____ | NO | ★ | | p.58~59 |
| _____ | YES | _____ | _____ | p.60 |
| _____ | YES | _____ | _____ | p.60~61 |

YOSHI'S ISLAND



YOSHI'S ISLAND 1

Double stomp the Rexes and duck Banzai Bill as you head toward the Yellow Switch Palace—your first goal. If you hit the Yellow Switch, the hollow yellow Blocks become solid, making your journey easier. The biggest secret is going down the pipe to area A of the map. Be sure to use your Spin Jump to bust the Blocks, then get the Dragon Coin. Hit every Message Block and read the clues.

START



JUMP TO THE MOON

This 3-Up Moon is out of reach until you've earned your Cape on the Donut Plains. Once you have the Cape, come back here and soar into the stratosphere. Grab a Koopa shell and clear the area by throwing it. Keep a lookout for Banzai Bill before making your high-speed run for takeoff.



FIGHT THE BULL

One good bounce on top of the ballistic brute will send his trajectory straight into the ground. If you can't jump high enough, find a low spot and duck down, or hide out on a ledge.

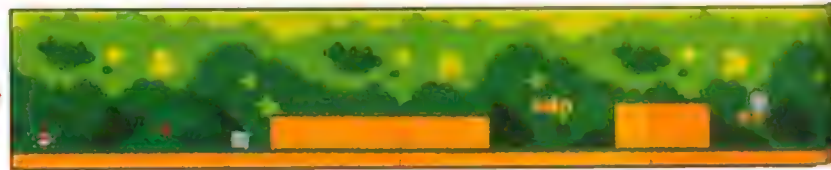


YOSHI'S ISLAND 2

Meet Yoshi for the first time, then hop into the dino saddle and ride off to glory. Monty Mole, Chargin' Chuck and a host of Koopas make it a tough ride, but Yoshi can help by eating many of the enemies.



START



SPEED CHASER

You can use turtle shells as effective weapons, especially in crowded areas like this with long stretches of flat ground. Grab the shell, throw it, and run after it using the Y Button for extra speed. As the shell knocks over the enemies, you'll earn mass points. You'll also earn five 1-Ups.



HELLO YOSHI

Hit the Block and an egg appears, then Yoshi breaks free.

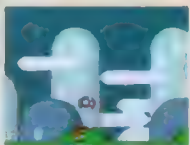




TO (A) ↓ ↓ (B)

MUSHROOM FIELDS

Sometimes Power-Up Mushrooms appear from the ground when you pass by, even though you haven't punched a Block or done anything special. If you're not ready, the Mushroom could escape. Make sure it doesn't get away.

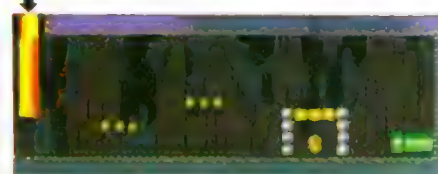


DRILL JUMP

Solid Blocks and Spinning Blocks can be broken by Spin Jumping when you are in Super Mario form. Use the same trick underground to break the Blocks and reach the blocked-off Dragon Coin.



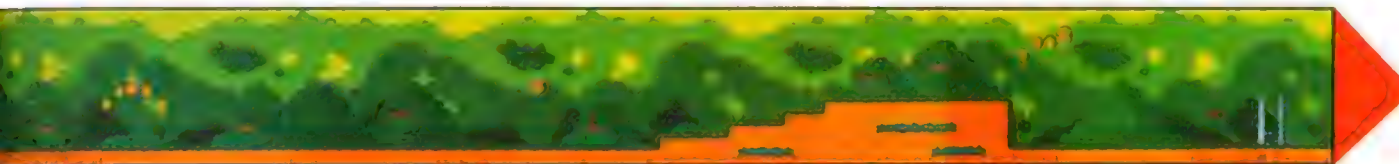
(A)



TO (B)

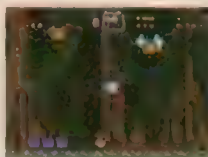


GOAL



1-UP, UP AND AWAY

There are two great ways to reach the 1-Up Block. First, grab a gray Block and throw it upwards by making Mario look up while releasing the Y Button. Second, jump using Yoshi, then Spin Jump off his back. You should be able to reach the 1-Up Block.



TO (B)

THE SHELL GAME

Earn almost endless 1-Ups by continually knocking a turtle shell against the step. The trick is to use Mario's Cape Attack to send the shell flying. When the shell ricochets off the step, use the Cape Attack. Mario spins and his Cape whacks the shell, sending it back against the step.



GOAL

↓ TO (A)

↑ (B)

YOSHI'S ISLAND

YOSHI'S ISLAND 3

Lifts of all kinds are found here—circular lifts, elevator lifts—you can even get a lift on Yoshi's back. Giant gaps and dead ends are why the lifts are necessary, but they also provide good practice for tougher lifts later in the game. Although none of the lifts are particularly difficult to reach, it is easy to misjudge distances. Take Yoshi along so you can double jump off his back using a Spin Jump if you miss a lift. Also be prepared to meet Koopas and Koopa Paratroopas, and don't forget to collect Coins.



ROUND AND ROUND THEY GO

Circular lifts swing slowly to the right twice, then twice to the left. If you have a running start to jump off the lift platform, make sure you time the jump with precision.



SWITCH BLOCKS SAVE THE DAY

The dotted Yellow Blocks will be solid if you go to the Yellow Switch Palace and throw the switch.

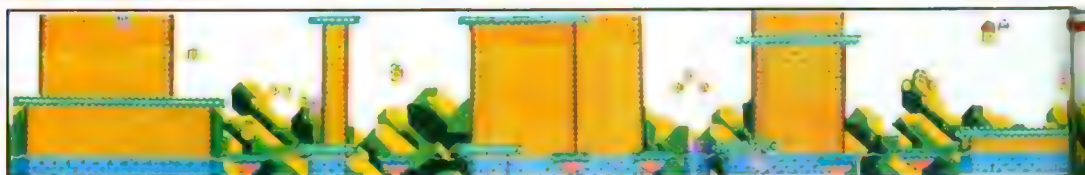
STRETCH BLOCK WORKOUT

Always jump to the unmoving center of a Stretch Block.



YOSHI'S ISLAND 4

This is the first washed up world of the game. Mario can run, hop and jump through most of it, but there are places where he will get wet. Jumping Cheep Cheeps, giant turtle shells and floating Mines make the area a challenge. Don't let Mario sink too far or he might not ever come back. About midway through, you can become invincible with a Super Star and really cruise.

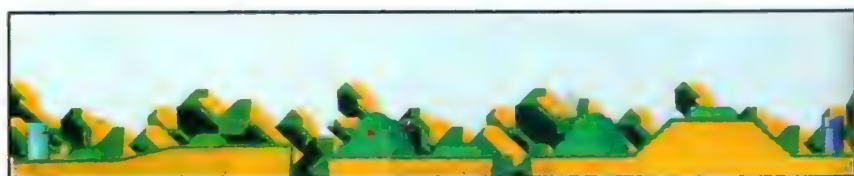


YOSHI GOES VERTICAL

Double jump using Yoshi and a Spin Jump to reach the mountain top. When you hear a mushroom sprout, jump down and grab the 1-Up.



↓
TO (A)



↑ (A)

TO (B) ↓

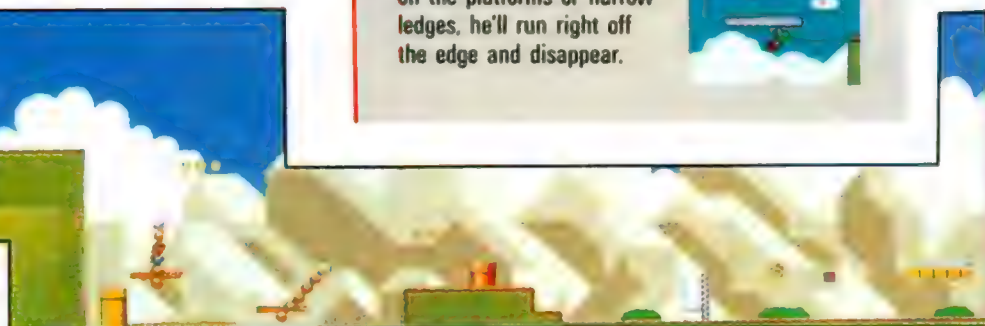
HOLD YOUR YOSHI

Oops! If you jump off Yoshi on the platforms or narrow ledges, he'll run right off the edge and disappear.



BONUS ROOM BRIDGE

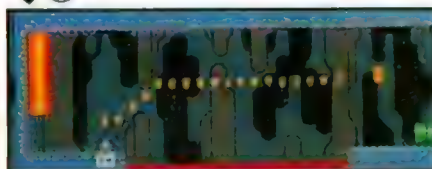
Leave the Coins alone and use the P Switch to change them into a bridge—sort of a toll bridge.



↓ TO (A)

↑ (B)

↓ (A)

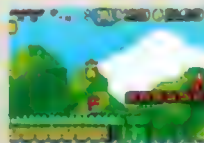


→ TO (B)

GOAL

STAR SPRINT

Once you become Super Star Mario, nothing can harm you as long as the area around you sparkles. If you bowl over enough enemies, you'll get a 1-Up. The invincibility won't last forever, though.



TO THE
GOAL

POKEY SNACKS

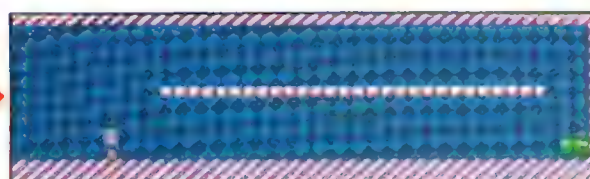
Pokey isn't going anywhere fast, but his prickly thorns make him a dangerous enemy. If Yoshi is with you, he can gulp down the cactus-like creature. If Mario is alone, he'll have to jump over Pokey. Use a running jump to clear the cactus.



YOSHI'S ISLAND

YELLOW SWITCH PALACE

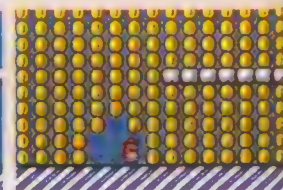
Switch Palaces are where you find the Switches that fill in the hollow, colored blocks. If you activate all four Switches, getting through the game is much easier. Grab 100 Coins in the Yellow Switch Palace for a 1-Up before moving on to the Switch. When you reach the Switch, just jump on it.



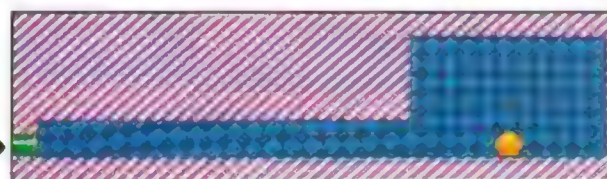
→ TO (A)

COIN HEAVEN

Hit the P Switch and the room suddenly fills with Coins. You have about ten seconds to collect as many Coins as possible.



(A) →



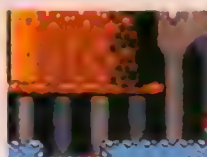
#1 IGGY'S CASTLE

Koopas on fences with lava pools below make Iggy's Castle a dangerous place. You'll have to learn how to switch from one side of the fence to the other to avoid crawling Koopas, and how to stomp while on the fence. Watch out for the speedy red Koopas and the lava bubbles. Later on you'll find giant columns that crash down from the ceiling and stretch Blocks that could dump Mario down a hole. Iggy Koopa is in the final room, on a teeter tottering turtle shell in a pool of lava. You'll have to knock him off.



CEILING STOMPERS

Wait on the left side of the first ceiling column as it smashes down. The screen won't scroll fast enough for Mario to reach the right side. After that, Mario can run beneath the columns or duck into pits where he can't be stomped.

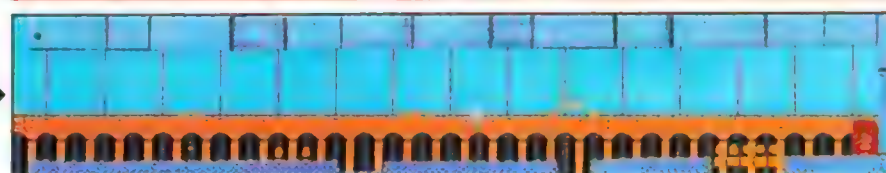


FIRE FLOWER POWER

The center Block has a Power-Up that becomes a Fire Flower if you hit the P Switch as Super Mario. Watch out for the Koopas on the fence. If they're on the opposite side of the fence, Mario is safe until they cross over to Mario's side.



(A) →



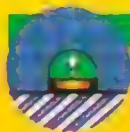
TO IGGY'S ROOM

SWITCH HITTING

The Switch Palace Switches make the hollow, colored Blocks turn solid. When the Blocks are solid, you can run on them, jump on them, and even get items out of some of them.



OTHER SWITCHES



GREEN

DONUT PLAIN
(p.68)



RED

VANILLA DOME
(p.82)



BLUE

FOREST OF ILLUSION
(p.108)

COLOR YOUR WORLD

Many of the hollow Blocks are positioned over wide gaps or form stairways to hidden areas. Without these Blocks, you must fly or use other difficult-to-perform techniques. You might have to return to an area after throwing a Switch later in the game.



YELLOW AND GREEN = GOOD STUFF

Not all colored Blocks are as hollow as they seem. Once they have been turned into solid Blocks, the yellow and green Blocks have items inside. Red and blue Blocks, however, have nothing inside.



→ SUPER MUSHROOM



→ NO ITEMS



→ FEATHER



→ NO ITEMS



→ TO A



BEHIND THE SCREENS

Knocking Koopas off the fence isn't easy. If the Koopa is on the same side as Mario, stomp on it from above. When the Koopa is on the opposite side, Mario can punch it by pushing the X or Y Button. Knock off eight Koopas to earn a 1-Up.



IGGY KOOPA ROCKS AND ROLLS

Iggy is on a tipsy turtle shell, shooting fire balls at Mario. When you stomp Iggy, he'll slide down the slope of the shell. Three stomps in the same direction should send Iggy into the lava.

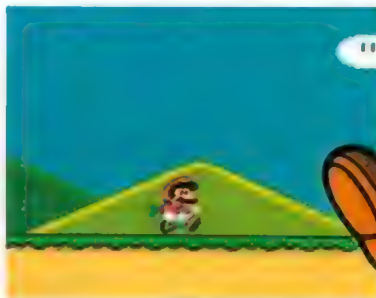




SUPER MARIOLOGY

SEE MARIO RUN

Mario's number one activity in all the Super Mario games is running. He spends more time running than anything else. But the Mario characters in each of the games are not created equal when it comes to speed.



MARIO MAXED OUT

In the first three Super Mario games, running is controlled by pushing the Controller left or right while the B Button is held down. In Super Mario World, you push the X or Y Buttons on the Controller for Mario to reach top running speed in 1.55 seconds, or the distance of 11 Blocks.



MARIO ON THE MOUNTAIN

Like most of us, Mario walks downhill faster than he walks uphill. For you trivia buffs, we calculated the differences between his walking and running speeds, both uphill and down. When he runs uphill at top speed, he goes 2.5 times faster than he does when he walks up. Downhill, he runs 1.2 times faster than he walks.



50 BLOCK SPRINT

The chart below shows how fast Mario can cover a 50-Block distance from a dead stop in each of the different games. The B or Y Buttons were used over a flat course.

| | | |
|--|--|------------------------|
| SUPER MARIO BROS. | | 5.60 SECONDS |
| SUPER MARIO BROS. 2 | | 6.05 SECONDS |
| SUPER MARIO BROS. 3 | | 4.60 SECONDS |
| SUPER MARIO WORLD | | 4.95 SECONDS |
| FROG SUIT MARIO SUPER MARIO BROS. 3 | | 8.25 SECONDS |

50 BLOCKS



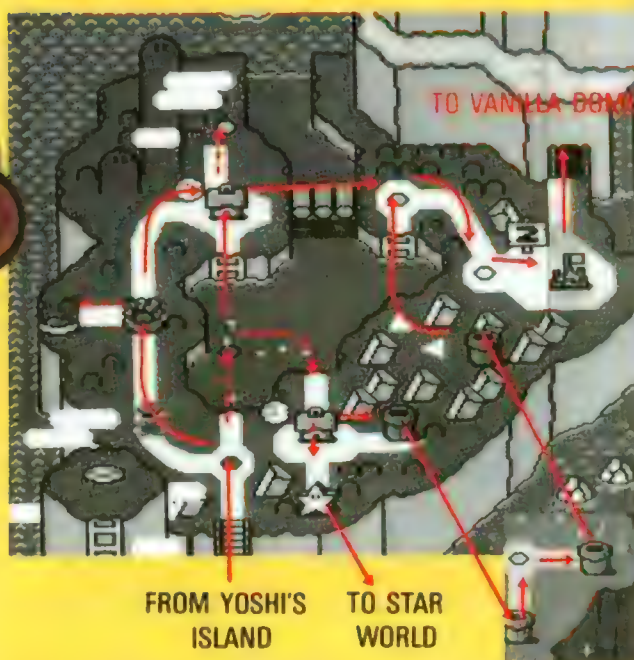
DONUT PLAINS

DONUT PLAINS

MORTON



ROUTE GUIDE

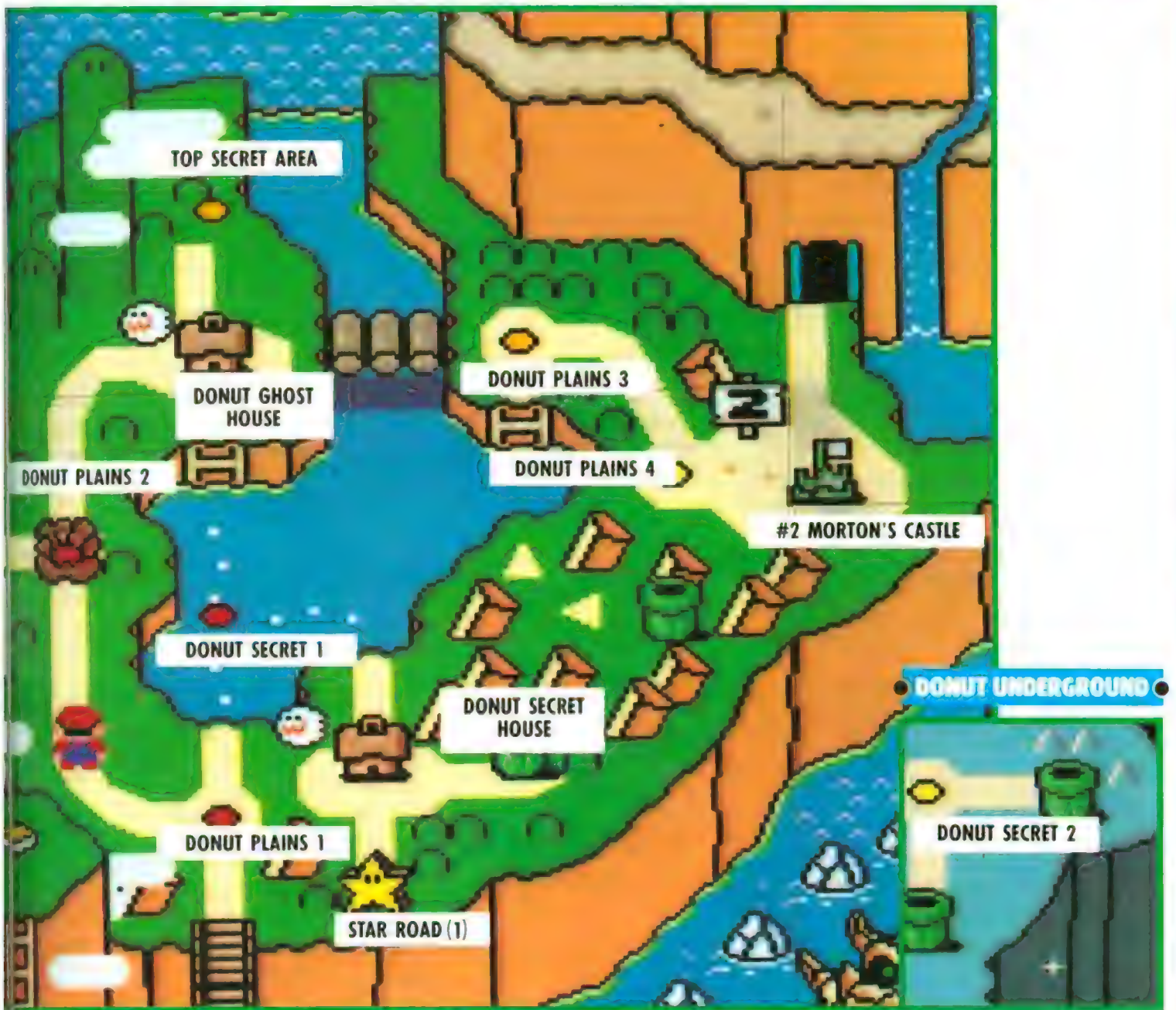


CAPES AND KOOPAS

Donut Plains is the first large area with multiple exits and secret areas. The most useful of all secret areas is located here—a place where you can earn unlimited 1-Ups, and get Capes, Fire Flowers and Yoshi! You'll wander through a Ghost House where you can save your progress, find a passage to the Star World, learn to fly, venture underground and meet Morton Koopa.

COURSE DATA

| COURSE | TYPE | DIFFICULTY | TIME | MIDWAY G |
|---------------------|------------------|------------|------|----------|
| DONUT PLAINS 1 | FIELD | ★★ | 400 | YES |
| DONUT PLAINS 2 | UNDERGROUND | ★ | 400 | NO |
| GREEN SWITCH PALACE | SWITCH PALACE | ★★ | 200 | NO |
| DONUT GHOST HOUSE | GHOST HOUSE | ★★ | 300 | NO |
| TOP SECRET AREA | BONUS | ★ | | NO |
| DONUT PLAINS 3 | OBSTACLE COURSE | ★★ | 300 | YES |
| DONUT PLAINS 4 | FIELD | ★★ | 300 | YES |
| DONUT SECRET 1 | UNDERWATER | ★★ | 300 | NO |
| DONUT SECRET HOUSE | GHOST HOUSE | ★★ | 400 | NO |
| DONUT SECRET 2 | UNDERGROUND(ICE) | ★★ | 300 | NO |
| #2 MORTON'S CASTLE | CASTLE | ★★ | 400 | NO |



| STANDARD EXIT LEADS TO... | SECRET EXIT LEADS TO... | SAVE | 1-UPS | POWER-UPS | PAGES |
|---------------------------|-------------------------|------|-------|-----------|---------|
| DONUT PLAINS 2 | DONUT SECRET 1 | NO | _____ | _____ | p.66~67 |
| DONUT GHOST HOUSE | GREEN SWITCH PALACE | NO | _____ | _____ | p.66~67 |
| | | YES | _____ | _____ | p.68 |
| DONUT PLAINS 3 | TOP SECRET AREA | YES | _____ | _____ | p.68~69 |
| | | NO | ★ | _____ | p.69 |
| DONUT PLAINS 4 | | NO | _____ | _____ | p.70~71 |
| #2 MORTON'S CASTLE | | NO | ★ | _____ | p.70~71 |
| DONUT GHOST HOUSE | DONUT SECRET HOUSE | NO | ★★★ | _____ | p.72~73 |
| DONUT SECRET 2 | STAR ROAD (1) | YES | _____ | _____ | p.72~73 |
| DONUT PLAINS 3 | | NO | ★ | _____ | p.74 |
| VANILLA DOME 1 | | YES | ★ | _____ | p.75 |

DONUT PLAINS



DONUT PLAINS 1

START



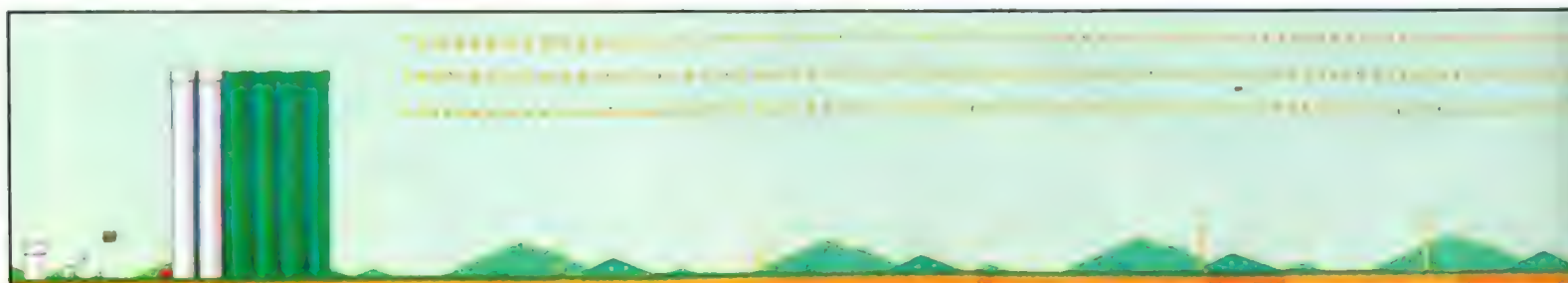
This is where Mario earns his wings. Mario can practice flying with the Cape in an area where a cache of Coins is there for the taking. Super Koopas and Chargin' Chuck wait for you in the regular area. Stomp the flashing Super Koopas to get a Cape and fly up to a hidden Key.



TO (B) ↓ ↑ (C)

1-UP JUMP

Jump over and around the Block from right to left in order to earn a hidden 1-Up. The Chargin' Chucks make it tough, so try to stomp them before making the jump.



↑ (B)



DONUT PLAINS 2

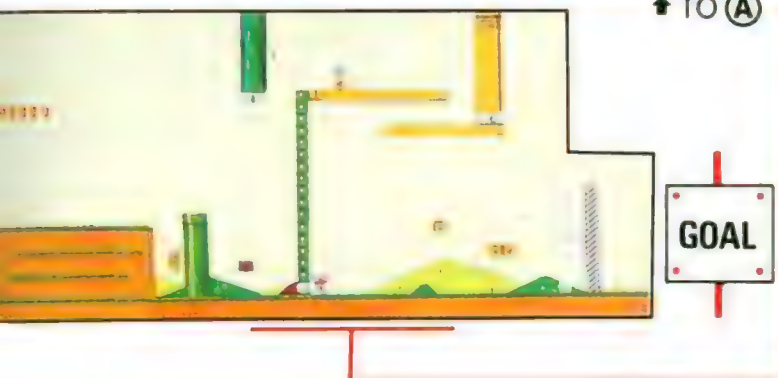
START



Mario heads underground for this stage. There he'll meet an assortment of unfriendly Koopas, Swoopers and ceiling columns that plunge down from above. Don't miss the hidden Key that reveals the Green Switch Palace!



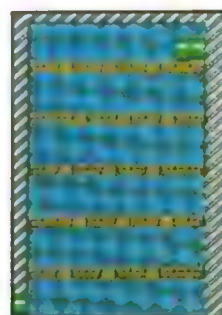
TO THE GOAL



↑ TO (A)

KEY STONE HOPS

How do you get the hidden Key? If the Green Switch has been thrown, just run up the Blocks. You can also fly. Stomp Chargin' Chuck, then fly up to the left and back to the right.



TO (C)

(A) →

← TO (C)



TO (C) ↓

↑ TO (A)



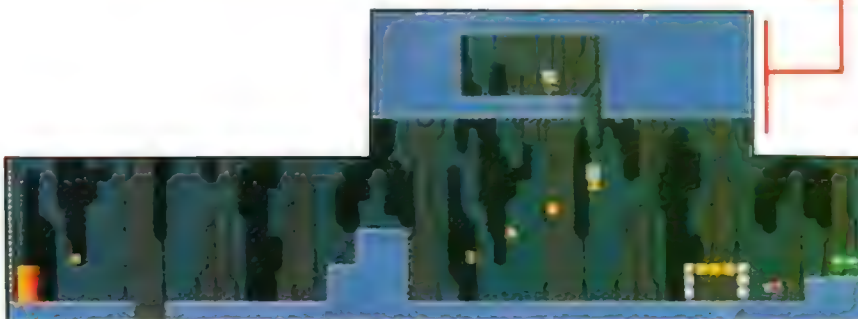
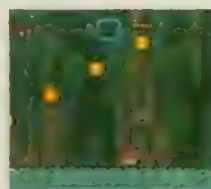
PIPE UP

This hidden Key is well off the beaten path. Jump up from the rising column, then pop up through the second green pipe to reach the secret area. You can fly up to the Key or use a Vine.



THE KEY IS THE VINE

Grab a shell and throw it up at the third Block so that a Vine grows up to the platform. Flying is difficult.



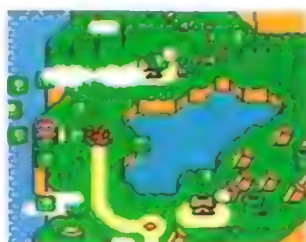
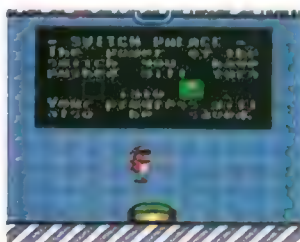
↑ (A)

TO THE GOAL

DONUT PLAINS

GREEN SWITCH PALACE

Inside the Green Switch Palace you'll find a lot of Koopas, which means 1-Ups if you bop enough of them. For the record, Super Mario World is easier to play than SMB 3 once you activate all four switches.

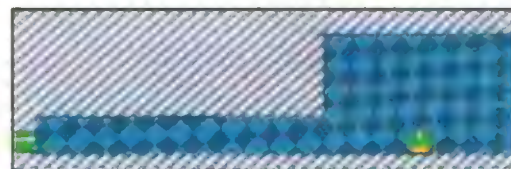


TURTLE UPS

Grab the shell, turn and replace it. When the Koopa below is to the right, hit the P Switch and follow the shell for a 1-Up.



(A) →



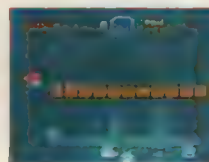
DONUT GHOST HOUSE

The Donut Ghost House is the path to the Top Secret area and it has its own valuable secret. You can save the game whenever you wish by taking the upper route and the door to the far right! Inside, you'll find countless Boo Buddies, hidden Vines and other super natural secrets like a bonus room with a Control Coin.



A SUPER SAVER

Fly through the gap in the ceiling and run to the right. Outside, the Top Secret Area is revealed.

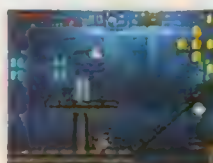


COIN COLLECTING

Control Coins move in the direction that Mario faces and they stop as soon as they hit something like a wall or Block.

DOOR LORE

Hit the Block, get the P Switch, then hit the switch to reveal a door leading to the Control Coin room.



↑ TO (D)

↑ (B) ↑ TO (C)

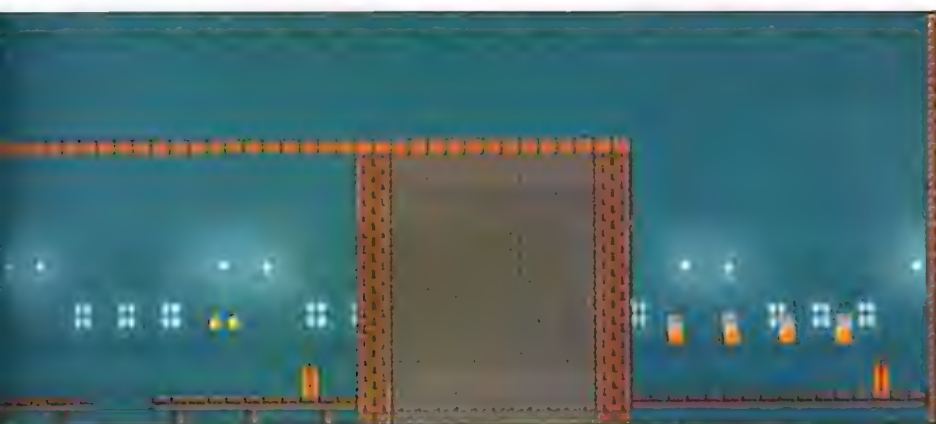
TOP SECRET AREA

Get Power-Ups, Yoshi, Capes, Fire Flowers and 1-Ups in the Top Secret Area. Use the directions below in the Ghost House to reach it.



INFINITE 1-UPS

Hit the middle Block to rescue Yoshi, then exit the area and enter it again. Every time you return and hit the middle Block, you'll earn a 1-Up. Extra 1-Ups will be lost if you turn off the game, even if it is saved.

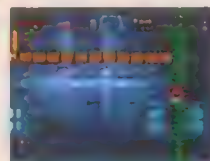


↓ TO (A)

TO THE GOAL

DOOR CHORE

Hit the Block in the floor twice to escape the Ghost House. The first time, a P Switch to the Control Coin room appears. The second time, a Vine grows up to the door.



TO THE GOAL

GHOSTLY 1-UPS

In order to get four 1-Ups, hit the first and second Blocks first. Collect the ghostly 1-Up mushrooms that appear, then hit the third and fourth Blocks and collect those 1-Ups.



↑ (D)

↓ TO (A)

(A) →



↑ (C) ↑ TO (B)

DONUT PLAINS

Variety is the name of the game. Triple Swing Lifts and Pulley Lifts carry Mario through the forest where Koopas and Fuzzies dwell. Be sure to visit the platform of clouds above the trees.

DONUT PLAINS 3



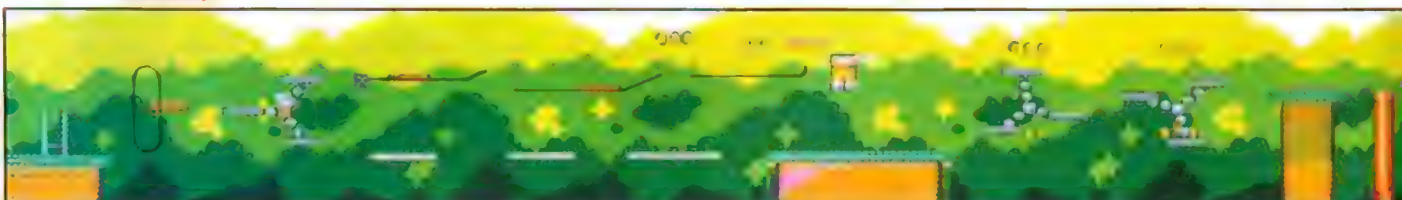
YOSHI TAKE-OUT

Fuzzies are no danger if you're aboard your faithful Yoshi. He can eat and stomp them while you ride in safety. It's a good idea to bring your green pal along on this trek.



A SECOND CHANCE

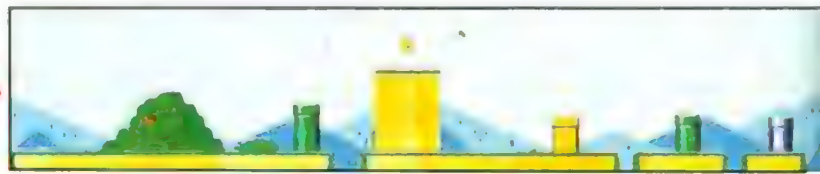
If you missed the pipe that takes you to the secret area, you can reach it from the right circular lift by hopping onto the back of a Paratroopa that approaches from the left.



TO (A) ↓

(B) ↑

DONUT PLAINS 4



Pipes that move and dinosaurs that fly, that's what's in store for you in Donut Plains 4, plus much more. Roulette Blocks show up for the first time—a great way to get a Super Star or other useful items. The Amazing Flying Hammer Bros. will try to knock your block off, but if you can knock them off their Blocks, Mario can get a boost.

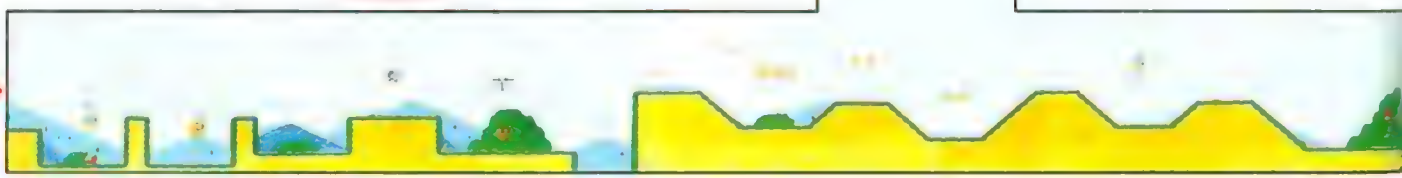
U-PICK ITEMS

To get the item you want out of the Roulette Blocks, you must hit the symbol that appears before the one you want. Use the Cape Attack or Yoshi's tongue to get items when Roulette Blocks are on the ground. When the item appears, run after it to keep it from getting away.



RACE TO THE SHELL

When you enter this stage, push and hold the Y Button in order to run fast. You must reach the yellow turtle shell before the Koopa climbs back into it. If the Koopa reaches the shell first, it begins to flash and it will chase you. If you reach the shell first, kick it.





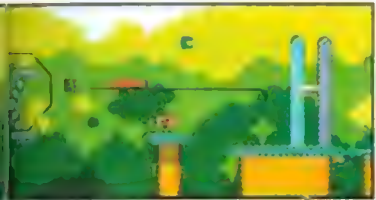
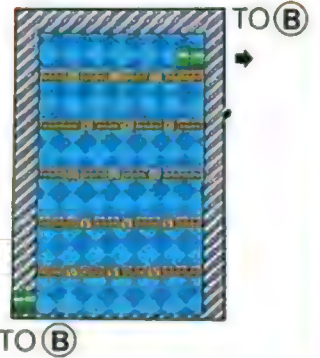
YOSHI IN THE SKY

Yoshi can chow down on the blue Koopa on this platform and then fly using the B Button. Watch out, though. After he swallows the shell, Yoshi drops like a stone.

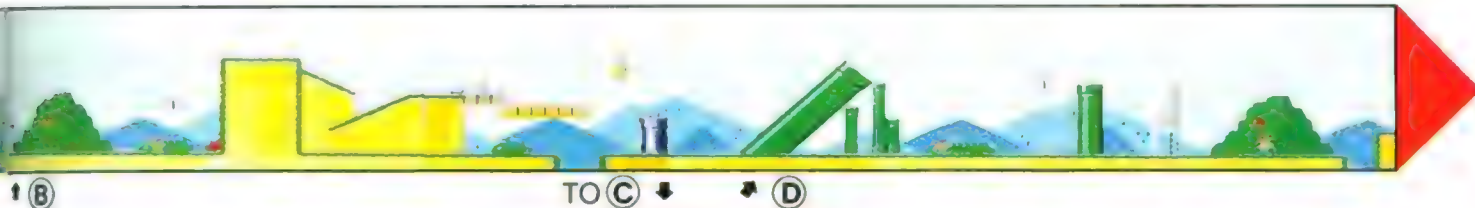


ON OR OFF?

The Pulley Lifts that are operated by ON/OFF switches will continue their same motion until the switch is hit. Once the switch is OFF, the lift moves along a new path.

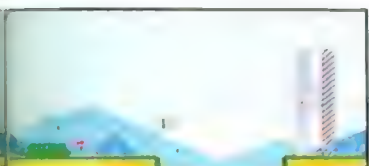
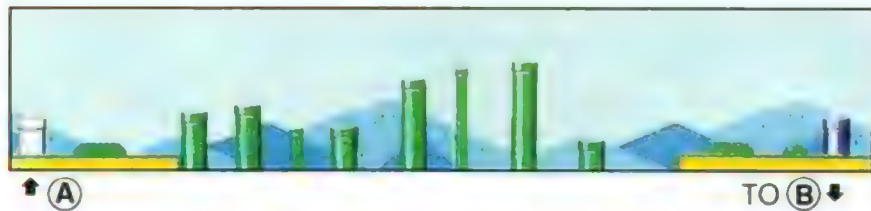


GOAL



SECRET 'SHROOM

Don't forget to grab the 1-Up mushroom on the hidden cloud level. To reach the clouds, fly up with the Cape or Yoshi, who must eat a Blue Shell to fly. At the far right edge is a Gray Block. Circle around it counter-clockwise by jumping over it then ducking back to the right in order to release the 1-Up.



GOAL



TO D

DONUT PLAINS

TO (A) ↑

START

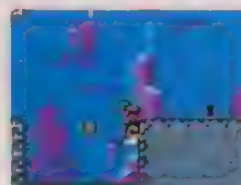


DONUT SECRET 1

The first truly watery world pits Mario against Rip Van Fish and friends. Although Rip is sleeping, as soon as Mario passes him, the finned foe swims after Mario in swift pursuit. Skillful maneuvering is required late in the stage to get the Key and open up the route to the Donut Secret House. There's also a special area where Mario becomes Balloon Mario and floats up to a 1-Up.

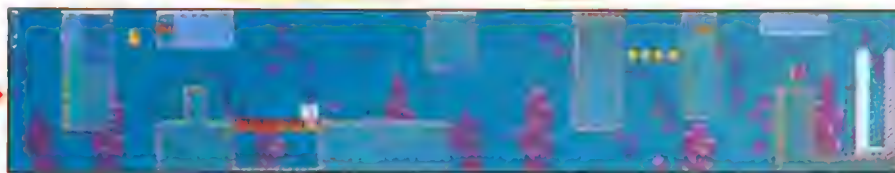
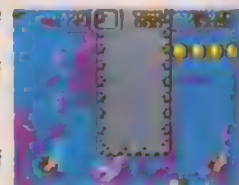
SWIMMING WITH SWITCHES

Move the P Switch close to the row of Blocks that contain the Key Block, then hit the switch so the Blocks become Coins. Now you can punch the Key Block from below, get the Key, and swim to the Key Hole to open a secret exit.



DRIP DRY DRAGON COIN

Although you can't see the Dragon Coin above this rock, Mario can jump out of the water, run to the right and collect it. Although Mario can't be seen once he is on top of the rock, keep moving to the right and in a short time he will plop back into the water. Most rocks at the top of the screen, however, do not have this type of secret passage.



GOAL



DONUT SECRET HOUSE

START



↑ (C)

Circling Boo Buddies and Big Boo haunt Mario's steps throughout this house. You'll also find a Control Coin room and a repeating series of rooms with a trick exit. Spring Boards, Vines and P Switches help you get where you want to go, but it won't be easy. A special Big Boo waits at the end of the stage.

TWO ROUTES TO GO

Use the P Switch near the door in the air, but instead of going through the door to the Control Coin room, hit the Block directly above the door. A Vine will grow up to the ceiling, leading you to a very special Big Boo that can be attacked and defeated.



COIN CONTROL

Hit the P Switch near the door that floats in the air to make Blocks appear beneath it. That door leads to the Control Coin room. Using the Control Pad, you can fill the screen with Coins. If the Control Coin hits an enemy or object, it will stop. Don't waste too much time here.

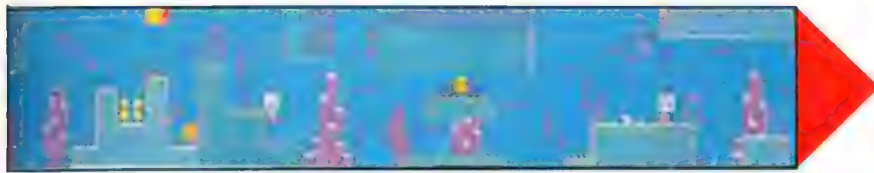


↓ TO (D)

↑ (B)

TO (E) ↓

↓ (B)



BRING A SHELL

Here's another way to add to Mario's life with unlimited 1-Ups. In the secret chamber where Mario becomes Balloon Mario, you can get an empty shell. Bring the shell back to the narrow gap in the water area where the Dragon Coin is located. Drop the shell into the gap and it bounces back and forth for extra 1-Ups.



BUMPER TURTLES

Earn more 1-Ups by bringing a shell to the ledge with two Grey Blocks and the snoozing Rip Van Fish. You have to be regular Mario to fit in the narrow passage. Drop the shell between the Blocks and bounce off it.



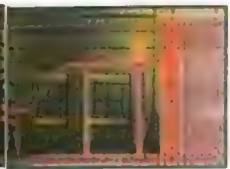
BALLOON MARIO

Hit the Block and take the P Balloon, then float upwards on the left side. Get the second P Balloon to keep Mario inflated as you drift toward the right side of the ceiling where the 1-Up is located.



↑ (A)

TO (B) ↓



TO (A)

↑ (D)

UNBLOCK THE DOOR

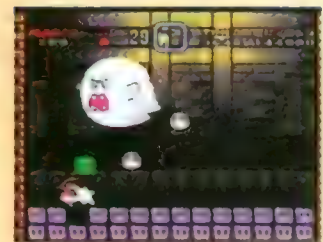
The five Coins form the outline of a door that will appear if you hit the P Switch. To get to that door, first collect at least two of the Coins on one side, then hit the P Switch.



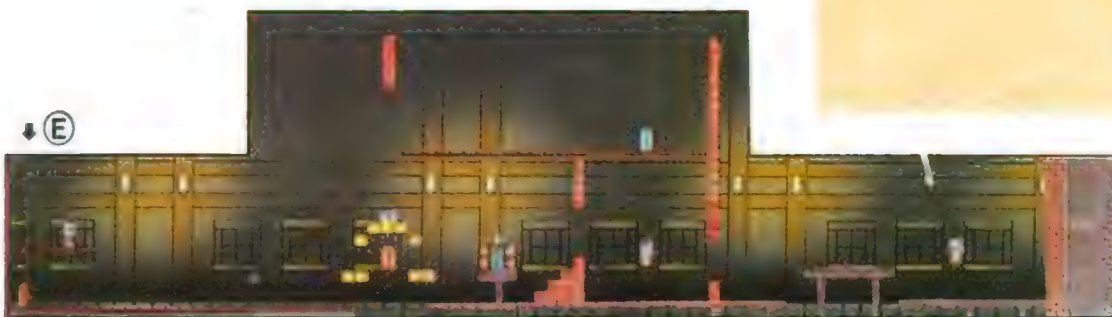
TO BIG BOO

THE BIG BOO HOO

This time, you can defeat Big Boo by hitting him with three Blocks. Although Big Boo isn't dangerous, the Boo Buddies will do their best to slime Mario. Act quickly so the Boo Buddies don't have time to close in.



↓ (E)



↓ TO (C)

TO (B) ↓

TO THE GOAL

↑ (A)

DONUT PLAINS

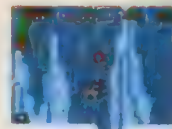
DONUT SECRET 2

One misstep could land Mario in a bottomless crevasse, but there are secrets to be found here as well as danger. Visit a sunny world where Balloon Mario collects Coins before returning to the ice cave.



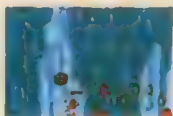
STAR IN THE ICE FALLIES

To get Starman, use the Spring Board to hit the Block. Climb up the Vine that appears to reach the Super Star Block.



STARRING POWER

Hit this Block while Starman power is still with you so your invincibility lasts longer.



BE A PARA-TROMPER

Hop on the top Paratroopa and keep hopping. When they are all defeated, press Right. You'll earn a 1-Up.



GOAL



THE GOLDEN AGE OF BALLOONING

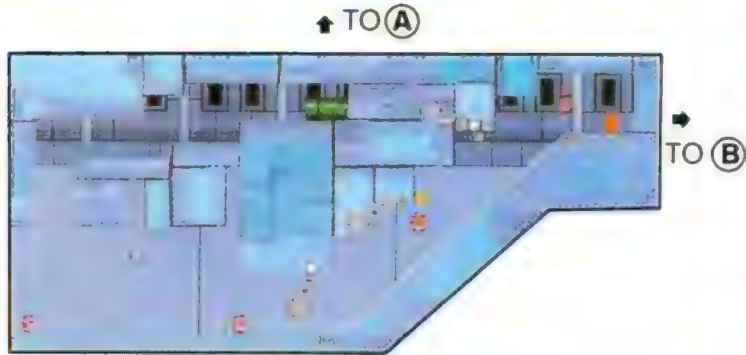
In this secret area you can grab a P Balloon and become Balloon Mario. Float about collecting Coins until you reach the far end.



TO (B) ↓

#2 MORTON'S CASTLE

Morton's Castle is a tall tower of terror. The walls keep moving while Thwomps crash down from above. To make things worse, there are spikes and Koopas and Ball 'N Chains guarding the narrow ways. Watch out for passages that suddenly close like a vice and prepare to meet Morton.



TO MORTON'S ROOM

INSTANT 1-UP

After climbing this far, you deserve a break. Take a detour to the right ledge where Mario can collect a 1-Up Mushroom that appears out of nowhere. It will only appear once, so if you pass the area again during the same game, it won't be there.



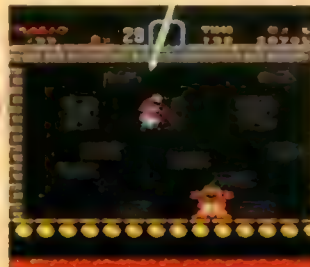
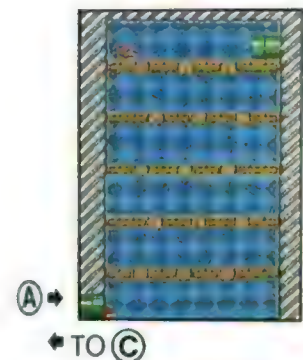
DRY BONES AND 1-UPS

Turn those Dry Bones into 40 1-Ups. Stomp Dry Bones then climb the Vine and wait for him to revive. When he pulls himself together, stomp him again.



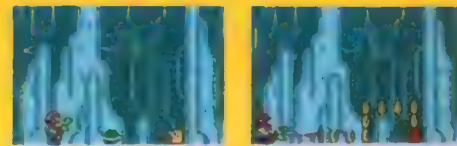
FALLING FOR MORTON KOOPA

Morton's been stuck in his room so long that he's literally climbing the walls and ceiling. He'll try to jump on you from the ceiling, but you can avoid him by running at top speed using the Y Button. When he's on the ground, he'll charge at you. When he is in the center of the room, stomp him! It takes three stomps to put Morton out of action.



THE SECRET COIN

In Donut Plains Secret 2 with Yoshi, eat a Shell, spit it at the Block and eat the first Coin so the music speeds up.



SUPER MARIOLOGY

THE CHARACTERS

Mario and other characters have been evolving over time.

MARIO

Regular Mario has changed in subtle ways. For instance, only the regular Mario in SMW can make the ducking motion of a Super Mario.

SUPER MARIO

Although Mario seems to have put on a little weight during the SMB2 period, he's back in fine stomping shape for SMB3 and SMW.

PRINCESS PEACH

The Princess's only active role as a character was in SMB2, where she was a super jumper. She appears only at the end of other SMB games.

BOWSER

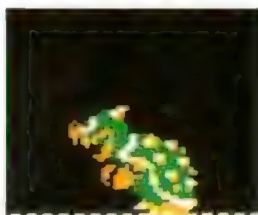
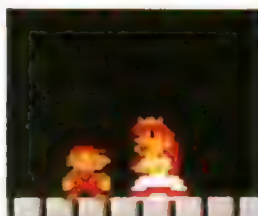
Bowser, the arch-villain of the Mushroom Kingdom, has become a much more detailed monster in the last two games of the series.

SPECIAL

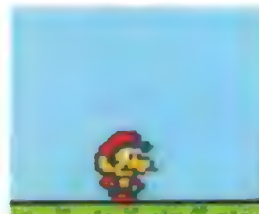
CHANGING EXPRESSIONS

This could be the most familiar face of all. You see this expression when Mario is stomped.

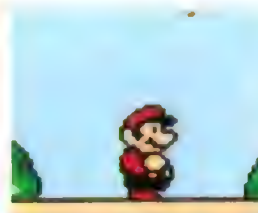
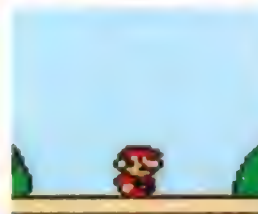
SUPER MARIO BROS.



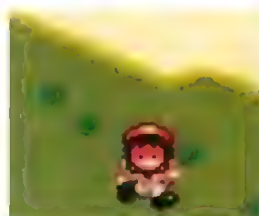
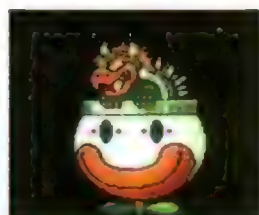
SUPER MARIO BROS. 2



SUPER MARIO BROS. 3



SUPER MARIO WORLD





VANILLA DOME

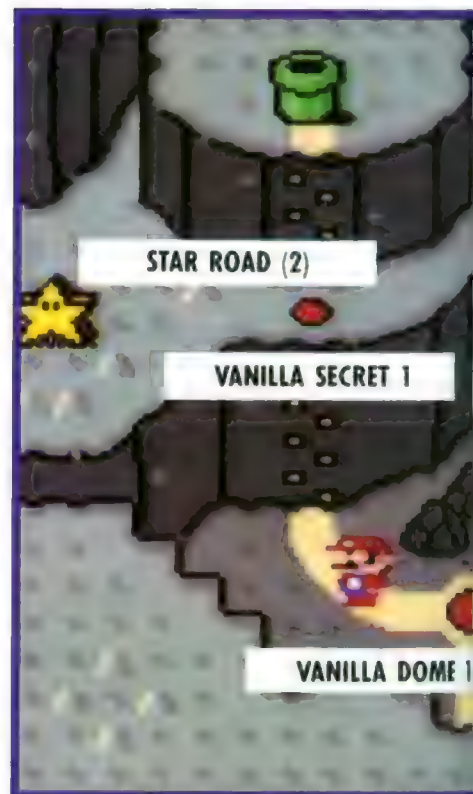


You'll find all sorts of worlds in the giant Vanilla Dome.

THE BIGGEST WORLD OF ALL

The Vanilla Dome and Vanilla Tableland together make up the largest area of Super Mario World—Thirteen stages in all, and all with numerous secrets and dangers. Here Mario must navigate through underwater worlds, Ghost Houses, a fortress, underground caves and a sea filled with helpful Dolphins. There are two ways to move on to the Twin Bridges area: through the Vanilla Fortress and four fire-breathing Reznors, or through Lemmy Koopa's Castle.

LEMMY KOOPA



COURSE DATA

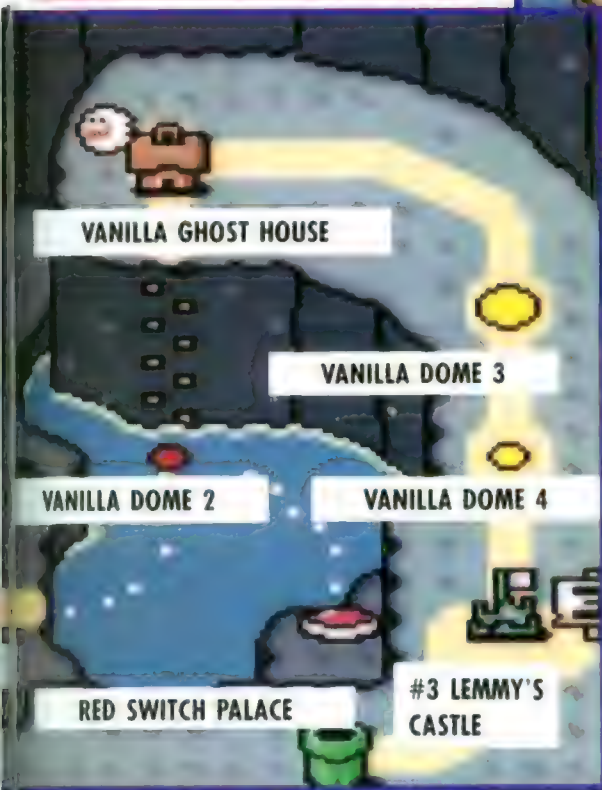
| COURSE | TYPE | DIFFICULTY | TIME | MIDWAY GATE | STANDARD EXIT LEADS TO |
|---------------------|-----------------|------------|------|-------------|------------------------|
| VANILLA DOME 1 | UNDERGROUND | ★★ | 400 | YES | VANILLA DOME 2 |
| VANILLA DOME 2 | UNDERWATER | ★★ | 300 | YES | VANILLA GHOST HOUSE |
| RED SWITCH PALACE | SWITCH PALACE | ★ | 200 | NO | — |
| VANILLA GHOST HOUSE | GHOST HOUSE | ★★ | 400 | NO | VANILLA DOME 3 |
| VANILLA DOME 3 | UNDERGROUND | ★★ | 400 | YES | VANILLA DOME 4 |
| VANILLA DOME 4 | OBSTACLE COURSE | ★★★★ | 300 | YES | #3 LEMMY'S CASTLE |
| #3 LEMMY'S CASTLE | CASTLE | ★★ | 300 | YES | CHEESE BRIDGE AREA |
| VANILLA SECRET 1 | UNDERGROUND | ★★ | 300 | NO | VANILLA SECRET 2 |
| VANILLA SECRET 2 | FIELD | ★★ | 300 | YES | VANILLA SECRET 3 |
| VANILLA SECRET 3 | OVER WATER | ★ | 300 | YES | VANILLA FORTRESS |
| VANILLA FORTRESS | FORTRESS | ★★ | 300 | NO | BUTTER BRIDGE 1 |

VANILLA TABLELAND



Earn up to 54 1-Ups in Vanilla Secret 2.

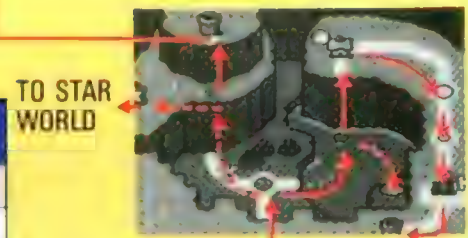
VANILLA DOME



ROUTE GUIDE



TO BUTTER
BRIDGE
TO CHEESE
BRIDGE



TO STAR
WORLD

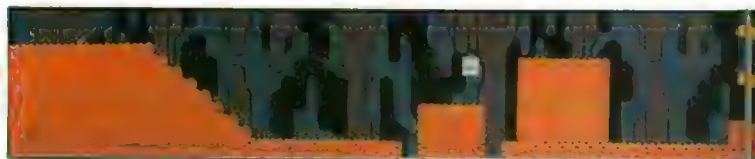
FROM DONUT PLAINS

| SECRET EXIT LEADS TO ... | SAVE | 1-UP | POWER-UPS | PAGES |
|--------------------------|------|-------|-----------|---------|
| VANILLA SECRET 1 | NO | _____ | ☞ | p.80~81 |
| RED SWITCH PALACE | NO | _____ | ☞ | p.80~81 |
| _____ | YES | _____ | _____ | p.82 |
| _____ | YES | _____ | ☞ | p.82~83 |
| _____ | NO | _____ | _____ | p.84~85 |
| _____ | NO | ★★ | _____ | p.86~87 |
| _____ | YES | _____ | _____ | p.86~87 |
| STAR ROAD (2) | NO | _____ | ☞ | p.88 |
| _____ | NO | ★★★ | ☞ | p.89 |
| _____ | NO | _____ | ☞ | p.90~91 |
| _____ | YES | ★ | _____ | p.90~91 |

VANILLA DOME

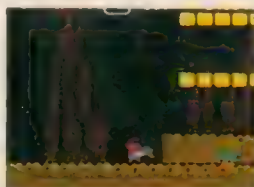
VANILLA DOME 1

You'll have to move fast to get past the sinking lands and crawling foes, but don't miss hidden items or run smack into a Spike Top. There are two exits, one to the Vanilla Secrets and the other to a lake.



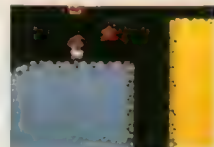
SHELLING KOOPAS

Stomp the first Koopa you meet, then use its shell to knock off the next in line. If you jump, you'll end up in the maze of spinning blocks and will have to go back to the start.



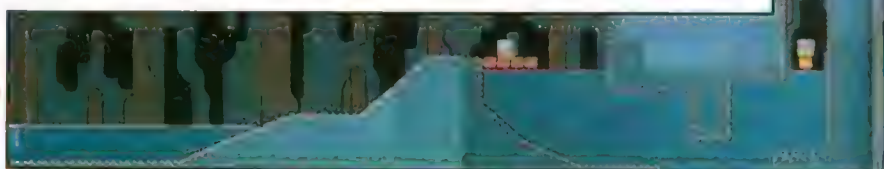
THAT SINKING FEELING

Grab the Super Star then sprint. It's a race to solid ground as the land sinks. Use the Cape to fly the final distance.



VANILLA DOME 2

The P Switch is the trick to clear this area. Getting in your way are all sorts of fishy folk and Chargin' Chuck.



ITEM BLOCK ROULETTE

Try to get the Super Star from the item Block so you can cruise through the Cheep Cheeps beyond and below the Blocks.

STONES TO COINS

Carry the P Switch close to the Blocks before hopping on it. The Coins soon turn back into Blocks, so hurry forward. Drop into the water, get the Key and open the exit.



↓ TO A

B ↑



➔ TO A

THE KEY CLIMB

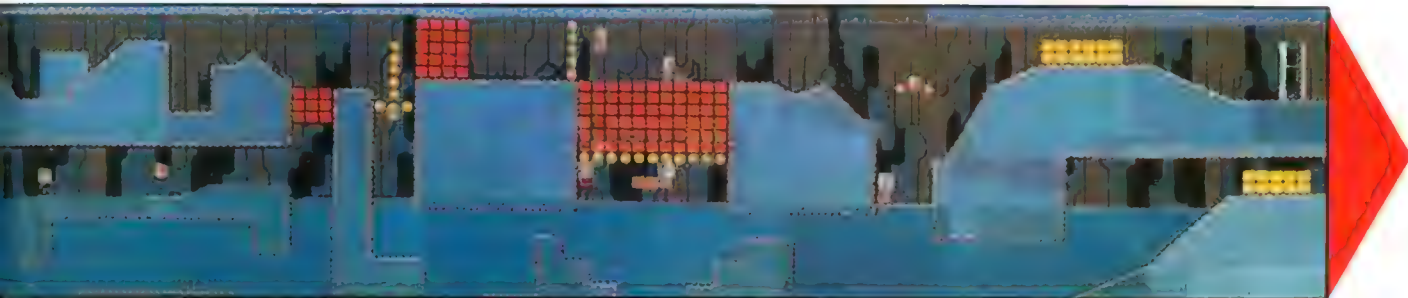
To enter the Vanilla Secret areas you'll need a hidden Key. Punch the Block shown and double jump off Yoshi and climb the vine.



➔ TO B



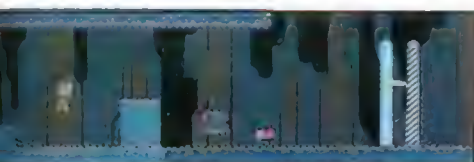
GOAL



TO B

CHUCK THE BLOCKS

Chargin' Chuck can give you a hand, or an entire shoulder. He'll knock out the Blocks so Mario can reach the Midway Gate.

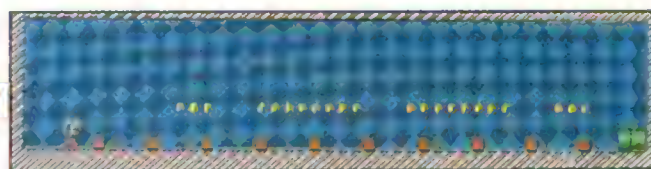
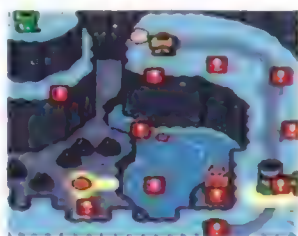
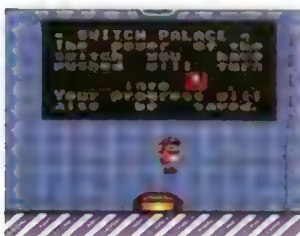


GOAL

VANILLA DOME

RED SWITCH PALACE

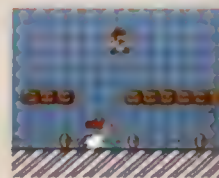
The Red Switch Palace is reached by taking the secret route from Vanilla Dome 2. In the areas ahead, red Blocks will make a dramatic difference if they are filled in. The Palace itself is much more difficult to pass. Super accurate jumping from Block to Block is required to pass the first chamber and reach the Red Switch.



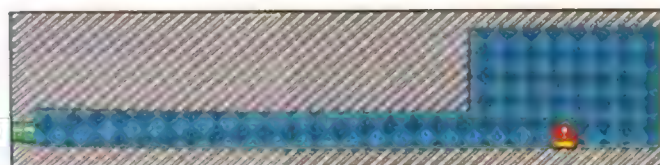
→ TO A

COLLIDING KOOPAS

To make something out of this area, hit the P Switch, jump to the Blocks and run to the right as the turtle shell below knocks out the Koopas. You'll earn a 1-Up by the time you reach the end.



A →



VANILLA GHOST HOUSE

More hair-raising adventures are in store for Mario when he enters the Vanilla Haunted House. Boo Buddies circle and close in when Mario turns his back on them. You'll have to run fast and jump high to get past the Eeries, and Big Boo is always a problem. More of a challenge is presented by the Big Bubbles that bob along after Mario in the second half. Find secret Vines and other hidden items, then turn the Coins into a door and escape.



BOUNCING BUBBLES

Use the big Green Bubbles like trampolines by Spin Jumping onto them when they reach their lowest point.



DON'T MAKE A BOO BOO

The safest way to pass through this area is to take the high platforms and leap over the Boo Buddies.



A →



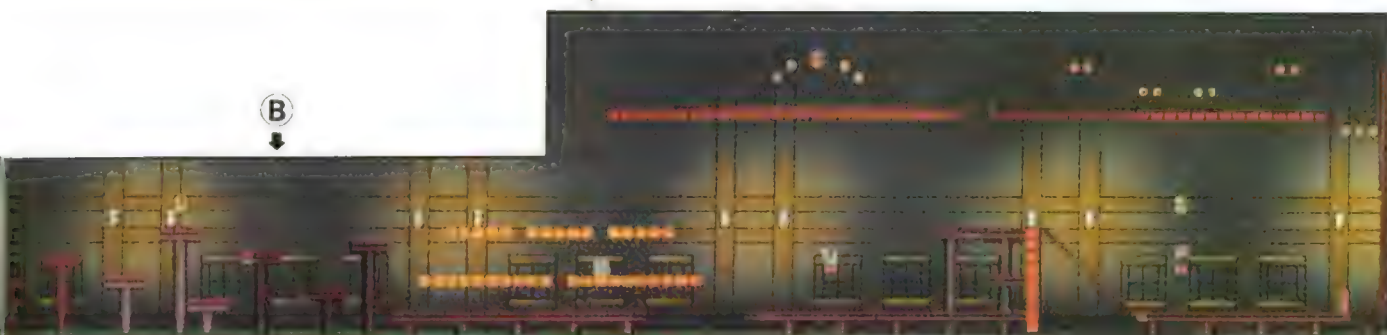
A SELECT SECRET

Earn thousands of points by switching back and forth between two Power-Up items using the Select Button.



EIGHT IT UP

Earn eight 1-Ups in the bonus game. Push Pause to see where the Star or other item is located, then unpauses and go to that spot. Punch the Block. All the Blocks should turn to whatever the item was that you hit.

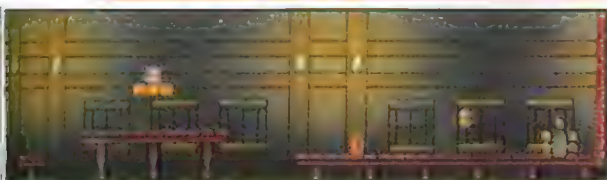


ⓑ

➔ ⓐ

VINE IN HIDING

High in the rafters of the Haunted House is a Dragon Coin. Either fly up or use the Vine in the third Block of the lower left row of blocks to reach the Coin. If you fly, use the area further left as a runway.



⬆ ⓑ

TO THE
GOAL

A DOOR CHORE

The only way to escape from the Haunted House is to create a door out of thin air. It may sound like magic, but the trick is to grab the P Switch from above the three Blocks and carry it close to the five Coins that are shaped like a door. Collect at least two of the Coins so that a space large enough for Mario to pass through is created, then hit the P Switch, changing the Coins into Blocks and revealing the door that leads to the Goal.



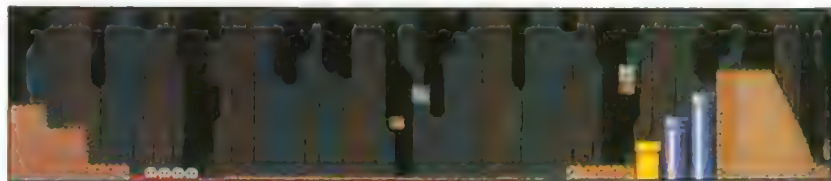
VANILLA DOME

Vanilla Dome 3 is full of fire and foes. Yoshi is a big help, so bring him along. Float across pools of lava, then hot foot it to higher ground. Don't miss the Dragon Coin in the icy bonus area and watch out for the ricocheting shell at the Midway Gate.



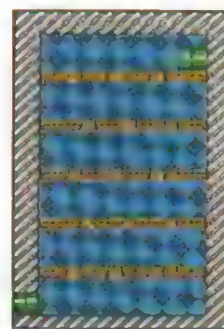
VANILLA DOME 3

START



HOT MEALS

Some like it hot, like Yoshi, who loves to snack on spicy Blargg. These are the largest critters that Yoshi can swallow. Mm, mm good.



TO C

TO A

A TO C

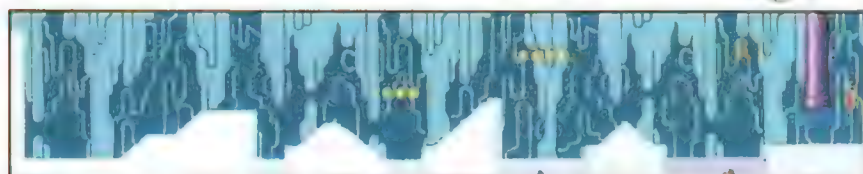


TO B

C

OVER AND UNDER

Jump straight to the platform, skipping the raft of skulls for now, so you can collect the Ten Coin bonus from the Block to the right. If you touch the raft, it begins to move and you won't have time to get the Ten Coin Block and still catch the raft when it reappears to the right of the platform.



B

TO C

SPIN THE SPIKES

Spike Tops can be defeated with a Cape Attack, or you can bounce off them using a Spin Jump. A regular jump won't work.





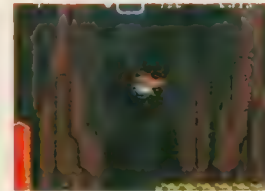
RAFTING IN LAVA

Fool the Blargg by facing left and holding the Left Button. You'll stay on the far right edge of the screen where it's safe.



MOONRISE

If you have the Cape, or get it from the Block shown above, you can return to the left and fly up into a hidden area where there is a 3-Up Moon. Use the higher level to the left as Mario's flying runway.



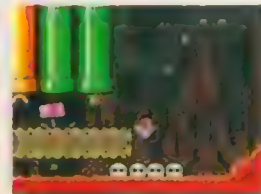
SHELL STOPPERS

If you lose Yoshi, get him back in this area. Stomp the ricocheting Shell or push the Left Button to stop it. Pick it up and throw it at the center Block above for Yoshi.



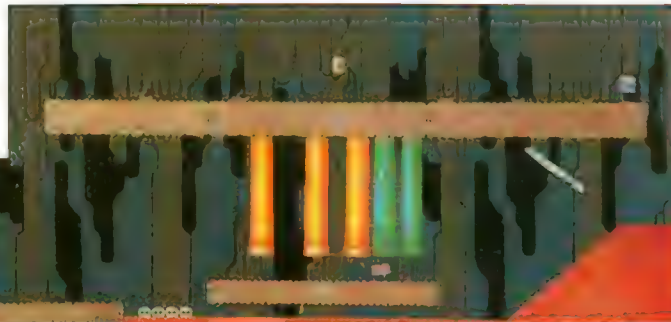
DON'T MISS THE BOAT

As soon as Mario touches the raft of skulls it begins to move to the right, passing under the platform. Jump onto the platform and run across it as the raft passes below. Hop onto the raft when it reappears.



MARIO CAPERS

Fly up to the Dragon Coin and hit the P Switch.



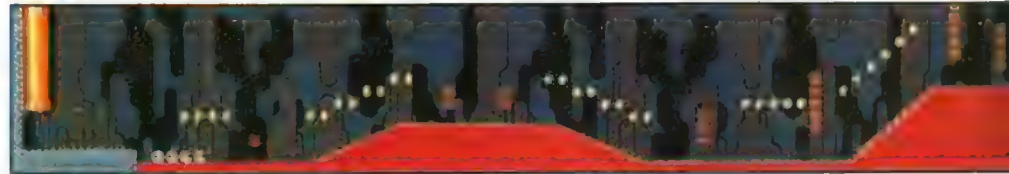
VANILLA DOME

VANILLA DOME 4

A bevy of Bullet Bills bombards our Brooklynite while he's bouncing brashly on bluish boughs. Careful jumping is a must if Mario is to survive this shooting gallery. The Cape is a big help for covering long distances and for steering Mario so he can stomp the Bullet Bills. The Cape Attack is another way to disarm the perilous projectiles. To hit the Midway Gate requires a long jump from the upper platform.



↓ A



YOSHI CAN'T FOLLOW

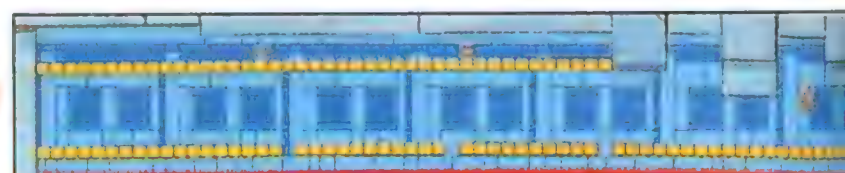
There's a Dragon Coin in this room, but Yoshi can't make some of the jumps. Go only if Mario is alone.

TO A ↓



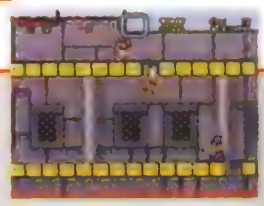
#3 LEMMY'S CASTLE

Lemmy Koopa is known for his twisted sense of humor, and his castle reflects his personality. It all begins with a hide-and-seek game with Magikoopas as Mario attempts to reveal a secret door. Later on, platforms that sink into pools of lava or grind upwards against ceilings are guaranteed to keep Mario running for cover. Here, an army of marching Dry Bones can turn your hopes to dust. Lemmy plays musical pipes at the end with two imposters and Mario's life.



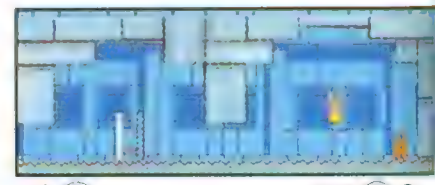
MAGIKOOPA MADNESS

To reach the lower level, wait for a Magikoopa below to hurl his spell and knock out a Block. Spin jumps put Mario in the soup.



SCROLL AHEAD

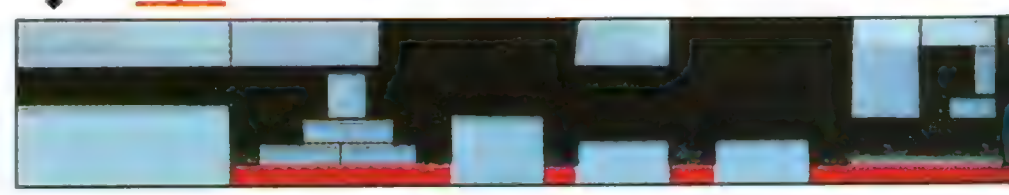
Use the Right Button to scroll ahead to see how the Blocks move. Some sink and some squeeze together.



↑ A

TO B ↓

↓ B





1-UP SUPER JUMP

The lower block will give you a 1-Up if you jump around it counter-clockwise. The maneuver is easy with the Cape. The 1-Up mushroom darts off to the right. Move quickly to nab it.



BITE THE BULLETS

You can earn 1-Ups by knocking down Bullet Bills. In this area, take a shell and heave it up at the lower block when a Bullet Bill appears. If you do this enough times, you'll start earning 1-Ups.

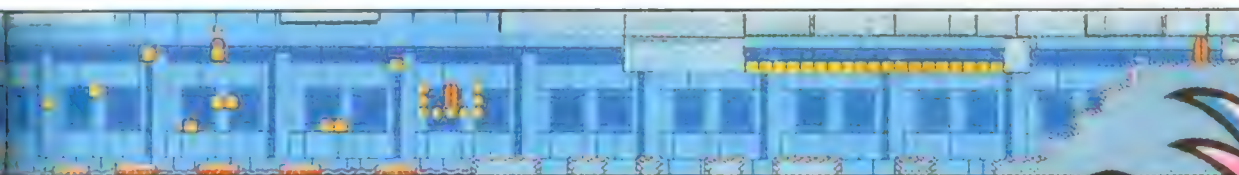


↑ TO (B)



GOAL

↑ (B)



♦ TO (B)

↓ TO (A)

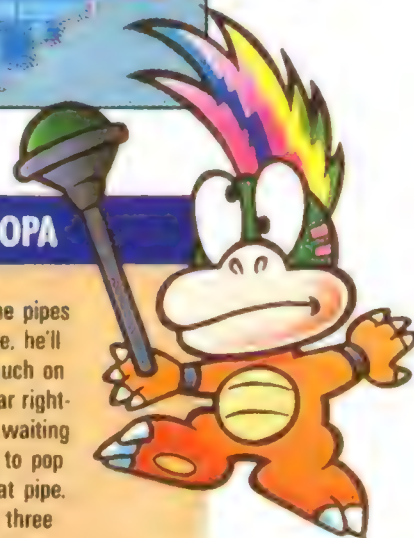
MIDWAY MANEUVERS

The door to the Midway Gate isn't easy to reach. Take the P Switch from the platform and bring it near the door. Grab three of the Coins on the side, then hit the P Switch, turning the remaining Coins into blocks. Now you can enter and reach the Midway Gate.



HIDE 'N SEEK WITH LEMMY KOOPA

Lemmy and two fake Koopalings emerge from the pipes randomly. If Mario is standing on the wrong pipe, he'll get hit. Crouch on top of the far right-hand pipe, waiting for Lemmy to pop up from that pipe. Stomp him three times to win.



TO LEMMY'S ROOM



VANILLA DOME



VANILLA SECRET 1

SPRING INTO ACTION

To reach the two Dragon Coins in the upper chamber you'll need to use the springboard on the righthand ledge. Position it beneath the Dragon Coin locations that are shown in the map, then hop to it.



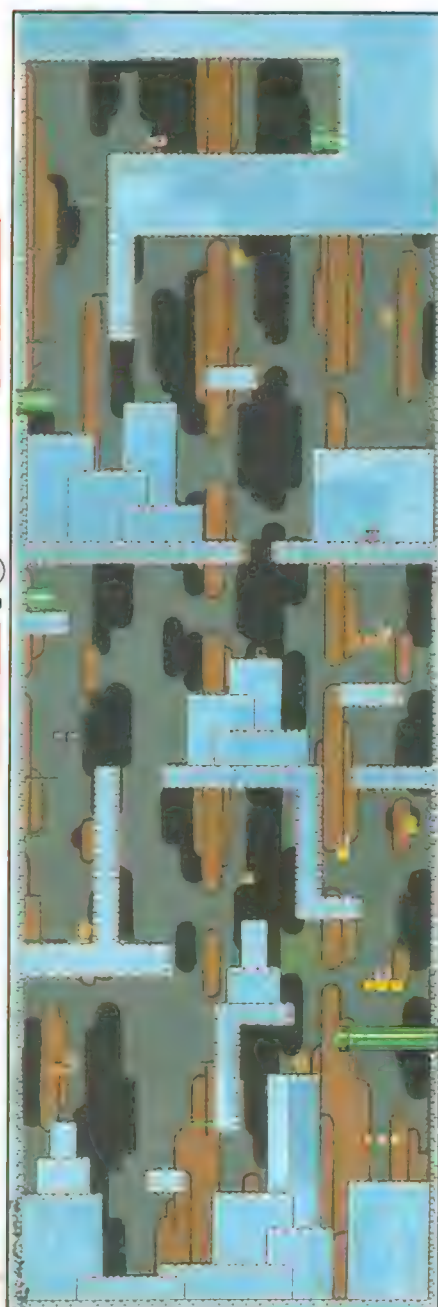
STAR TREK

Reaching the secret goal that leads to Star Road 2 is easy if you've already visited the Blue Switch Palace, but it's a trial if you have to fly. Correct take-off procedure is for Mario to stand on the lower ledge with his feet overhanging the right edge.

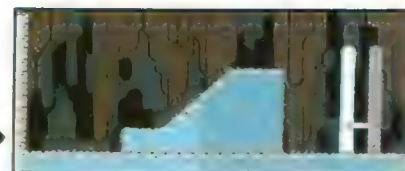


START

What goes up need not always come down. Bouncing boughs, vines and springboards help you reach the heights in this vertical area. Mario can fly in places, but the runways are usually too short for take offs. The toughest part is reaching the pipe marked B on the map that leads to the Star Road. The goal at pipe A leads to Vanilla Secret 2.



A



GOAL

GROUNDING AIR KOOPA

The six Koopa Paratroopas that fly back and forth across the gap can be picked off by throwing a shell from below. The trick is getting the shell up the Vine. Actually, it's easier just to jump between the Paratroopas. Carefully time your jump using the springboard.

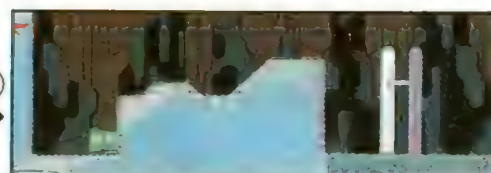


THE SHELL CLIMB

So, you're having trouble climbing the Vine with a shell. Here's what you do. Stomp a Koopa in the lower area and pick up its shell. At the base of the Vine, throw the shell straight up by looking up and releasing the Y Button. Now jump up pushing the B Button and catch the shell again by pushing the Y Button.



B



GOAL

VANILLA SECRET 2

Paratroopas are the main danger. Arm yourself with the Fire Flower for an easy passage.

COIN FOR THE LEAVING

If you are Fiery Mario, don't collect rolling Coins. Eventually they keep enemies from appearing.



COINS FOR THE TAKING

Grab the P Switch and take it to the left of the Midway Gate. Gray Coins appear when you hit the P Switch. Race to the left and catch Coins for three 1-Ups. You can earn more than 50 lives if you are quick enough.



↓ TO (B)

↓ TO (A)



GOAL

BUMPER SHELLS

Another way to earn 1-Ups is to stomp a Koopa then drop its Shell into the area that is full of Spinys. As the Shell bounces around in the pit, use your Cape Attack to whack the Shell against the wall.



↑ TO (B)

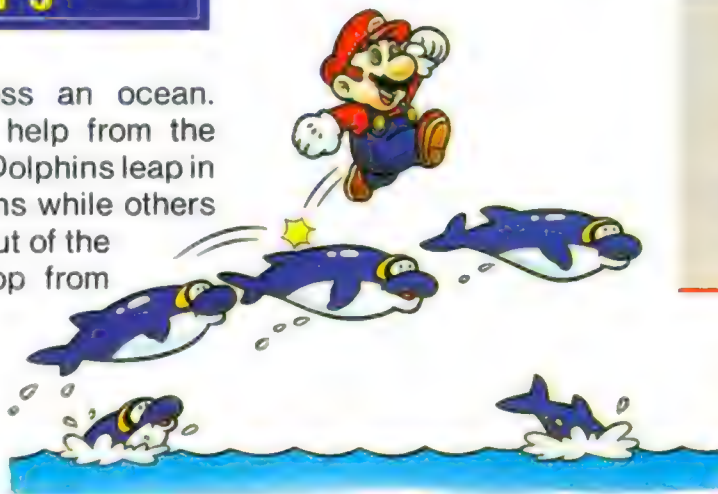
↑ TO (A)

VANILLA DOME



VANILLA SECRET 3

Mario must cross an ocean. Luckily, he has help from the Dolphins. Some Dolphins leap in horizontal patterns while others jump vertically out of the water. Try to hop from one Dolphin to the next as you would on stepping stones.



DOLPHIN STAIRS

The Dolphins in this area leap straight up out of the water. Mario must hop from snout to snout between the two tall platforms. If he falls, jump onto a low Dolphin that is leaping upward.



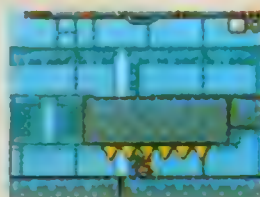
VANILLA FORTRESS



All but the final room of the Vanilla Fortress is submerged. As Mario swims past Ball 'N Chains and countless Fish-bones he must watch out for spiked ceilings, Thwomps and more. If you go as regular Mario, you can take a shortcut (shown as pipe A). Guarding the exit to the Fortress is a group of four Reznors who stand watch on rotating platforms. If you defeat them, you can move on to the Butter Bridge.

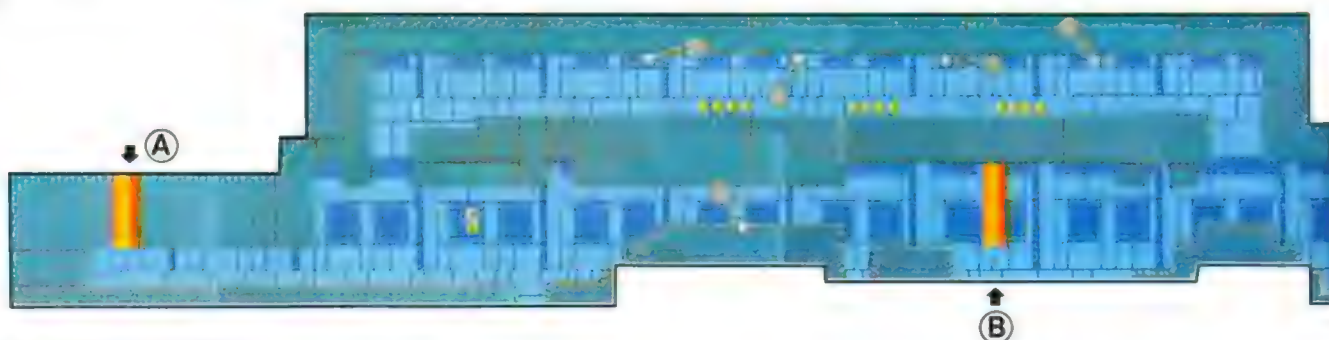
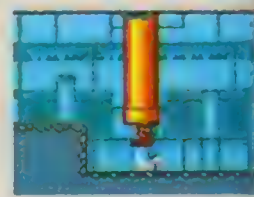
MARIO GETS SMALL

As regular Mario, you can run safely below the spikes and take the shortcut through the pipe marked A.



BREAK THE BONES

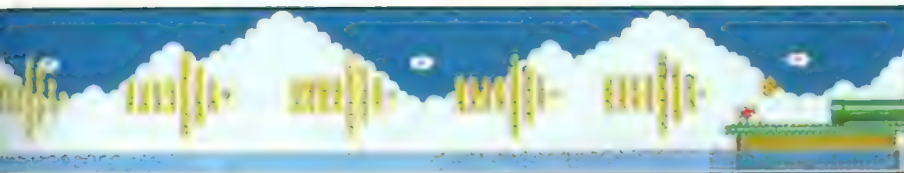
Below the pipe is a Dry Bones that you can stomp repeatedly for unlimited 1-Ups, but it really isn't worth the time and effort.





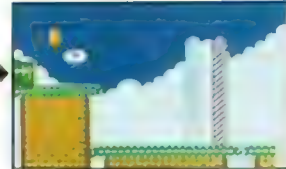
DOLPHINS, MAN'S BEST FRIEND

The Porcupuffer you meet here moves fast and follows Mario. Stay on top of the Dolphins (and the situation) by making careful jumps. Try not to fall into the water and, if you do, leap back onto a Dolphin as fast as possible. Near the end of the stage you can ride the lead Dolphin all the way to the Goal. Don't worry about hurting your Dolphin friends. Nothing you can do will make them angry.

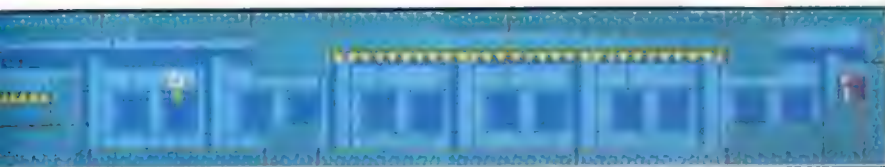


→ TO (A)

(A)



GOAL

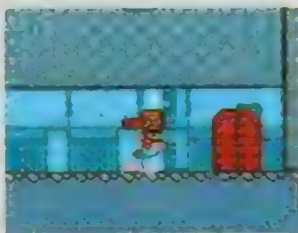


→ TO (B)



MORE BROKEN BONES

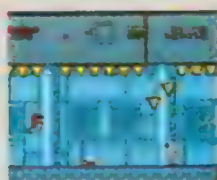
You can earn extra 1-Ups by crunching the hapless Dry Bones repeatedly, but it's a lot of work.



TO REZNORS' ROOM

MAKE IT RAIN

The spikes with dark edges fall as Mario passes. Use the Right Button to scroll ahead and cause the spikes to fall early.



REZNOR ROUNDUP

The Reznors look fierce as they snort fire from atop their rotating platforms, but their breath is worse than their bite. Knock them into the lava by hitting the platforms from below. You can knock off two or three from the ground before their fiery breaths destroy too many of the planks. Then jump to one of the platforms. You can hit the remaining Reznor(s) from there.

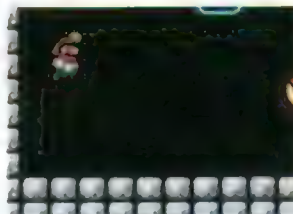
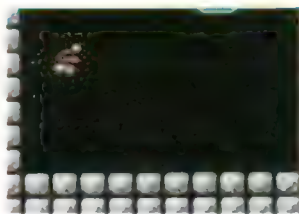




SUPER MARIOLOGY

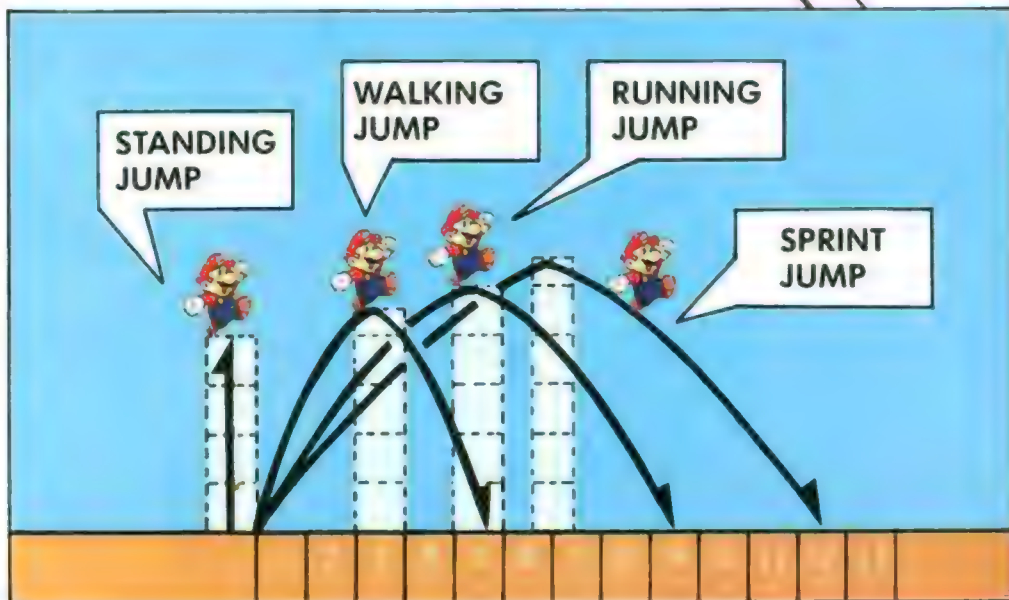
MARIO JUMPS TO IT

Strangely enough, all Marios have the same jumping ability, regardless of the game. In SMW, what makes a difference is being Super Mario or riding on Yoshi.



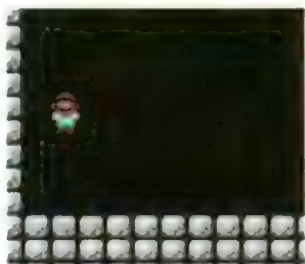
HOW HIGH, HOW FAR

Although all Marios jump the same, Mario doesn't jump the same height or distance at all times during a game. Factors such as if he's walking or running will effect the jump. Mario's standing jump, for instance, is 4 Blocks high. His walking jump is 4.5, running jump is 5, and fast run is 5.5 Blocks high. The chart to the right also shows how far Mario can jump either standing, walking, running or sprinting. Although these official heights don't vary, there are times when Mario seems to make particularly spectacular jumps. Often times, this involves landing on the edge of a Block. For instance, a standing Mario can sometimes jump up five Blocks to the edge of a Block. For maximum jumping effect, press and hold your Jump Button until Mario lands.



SPIN JUMPS

One of Mario's new techniques is the Spin Jump. The height of a Spin Jump is less than the height of a regular jump, but Mario can break stones and defeat some enemies using this new method.



DOUBLE UP WITH YOSHI'S HELP

The highest jump Mario can make is with Yoshi's help. When Yoshi reaches his highest point, push the A Button and Spin Jump off his back. This maneuver is useful when Mario doesn't have a Cape or when he is falling.



THE LONGEST JUMPS

The chart below shows the best 3 jumpers among the all Mario games. The B or Y Buttons were used over a flat course.

| | | |
|---|--|---|
| SUPER MARIO BROS. 3 | | TIED FOR FIRST 15 BLOCKS |
| SUPER MARIO BROS. 2 (LUIGI) | | TIED FOR FIRST 15 BLOCKS |
| SUPER MARIO BROS. 2 (PRINCESS TOADSTOOL) | | THIRD PLACE 14 BLOCKS |



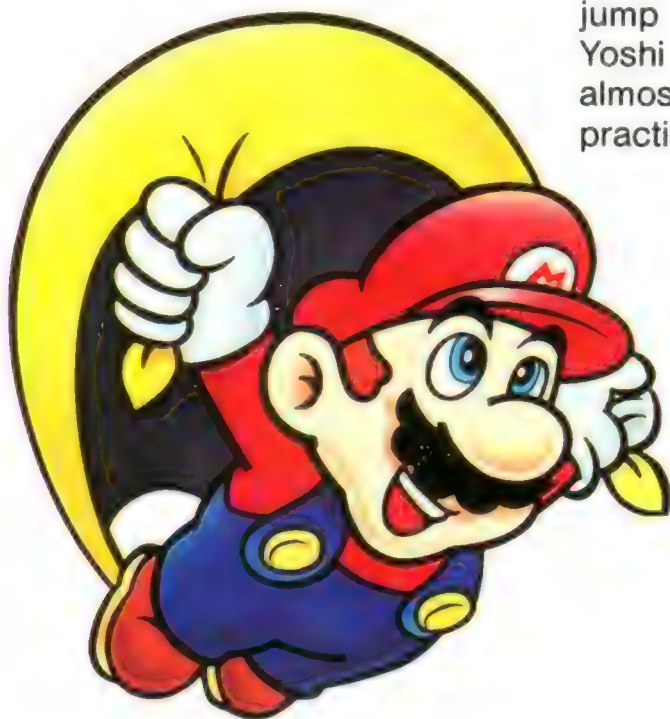
TWIN BRIDGES

BRIDGING THE GAPS

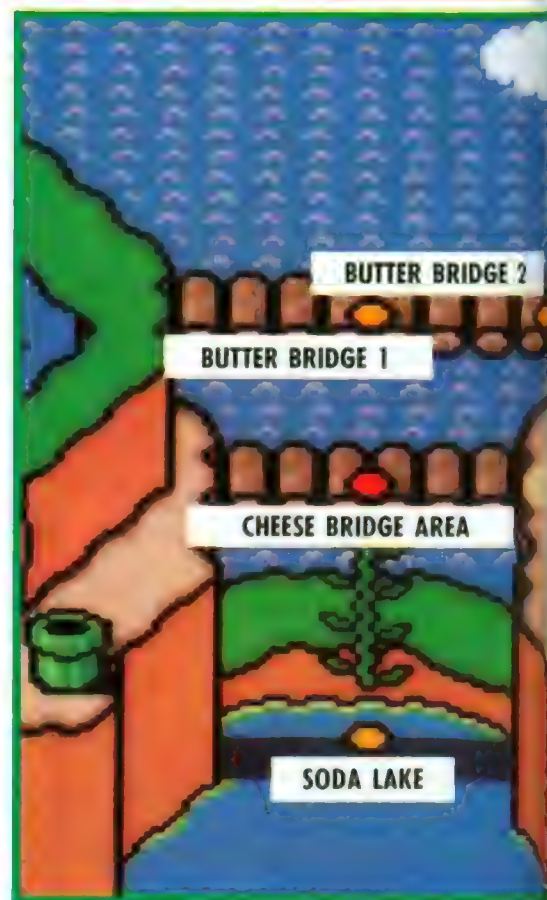
The Twin Bridges area is short but tough. Obstacles and giant jumps are the biggest worry in some areas, while enemies like Monty Mole keep Mario hopping in the others. The action heats up when you meet the Sumo Bros. and

cools down when you jump into Soda Lake. Yoshi is a great help in almost every area, and practically indispen-

sable in some. In Ludwig's Castle, prepare to run fast and climb on turtle-infested nets before reaching the demented Koopaling.

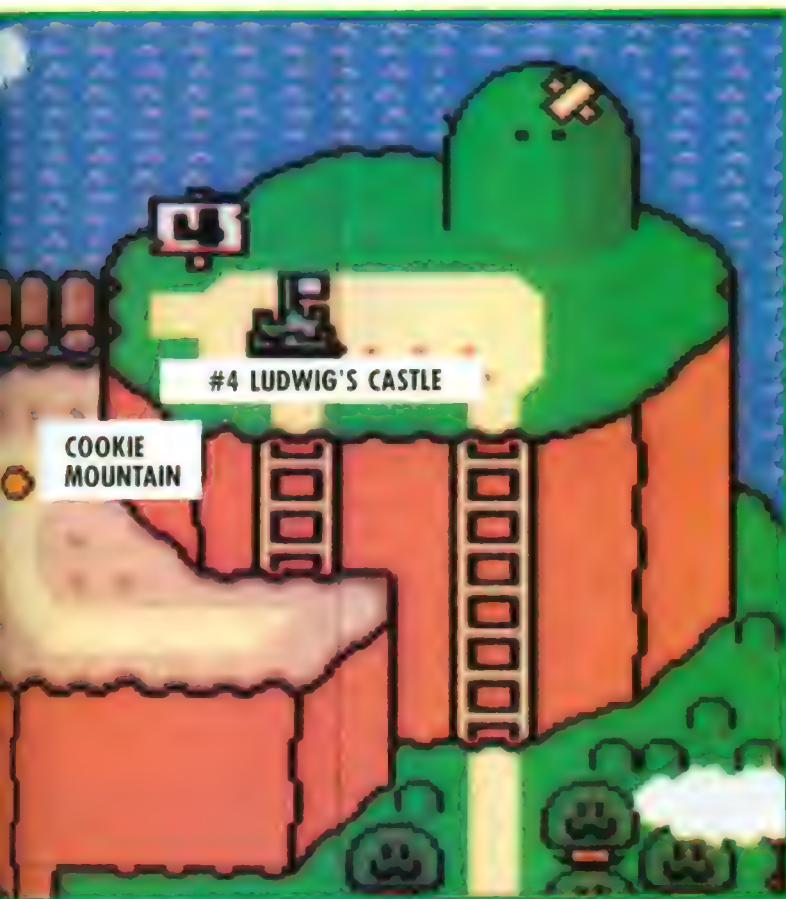


TWIN BRIDGES



COURSE DATA

| COURSE | TYPE | DIFFICULTY | TIME | MIDWAY GATE | STANDARD EXIT LEADS TO |
|--------------------|-----------------|------------|------|-------------|------------------------|
| CHEESE BRIDGE AREA | OBSTACLE COURSE | ★★ | 300 | YES | COOKIE MOUNTAIN |
| SODA LAKE | UNDERWATER | ★★★★ | 300 | NO | STAR ROAD (3) |
| COOKIE MOUNTAIN | FIELD | ★★ | 300 | YES | #4 LUDWIG'S CASTLE |
| BUTTER BRIDGE 1 | OBSTACLE COURSE | ★★ | 300 | NO | BUTTER BRIDGE 2 |
| BUTTER BRIDGE 2 | OBSTACLE COURSE | ★★★★ | 300 | YES | #4 LUDWIG'S CASTLE |
| #4 LUDWIG'S CASTLE | CASTLE | ★★ | 300 | NO | FOREST OF ILLUSION 1 |

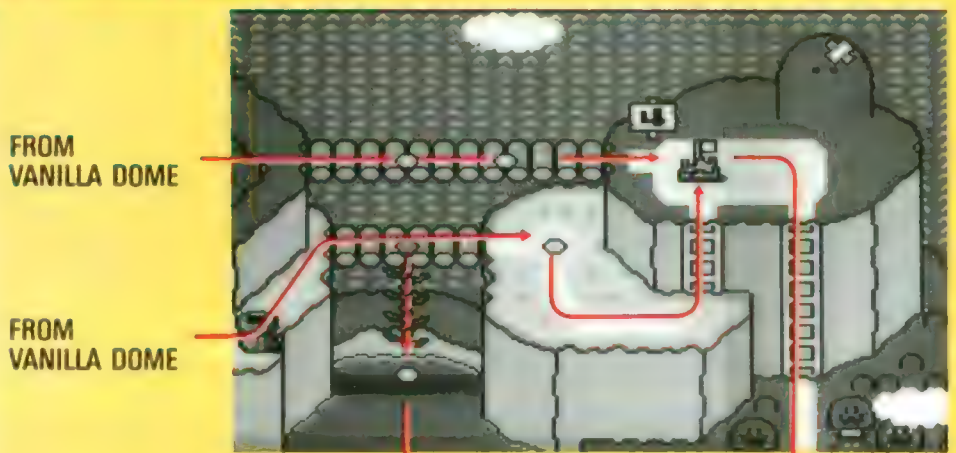


LUDWIG

ROUTE GUIDES



Caped Mario takes the wide, difficult jumps in stride in the Butter Bridge 2 area.



FROM VANILLA DOME

FROM VANILLA DOME



TO FOREST OF ILLUSION

TO STAR WORLD

| SECRET EXIT LEADS TO... | SAVE | 1-UPS | POWER-UPS | PAGES |
|-------------------------|------|-------|-----------|-----------|
| SODA LAKE | NO | _____ | ☼ | p.96~97 |
| _____ | NO | _____ | ☼ | p.96~97 |
| _____ | NO | _____ | ☼ | p.98~99 |
| _____ | NO | _____ | _____ | p.98~99 |
| _____ | NO | ★ | ☼ | p.100~101 |
| _____ | YES | _____ | _____ | p.100~101 |

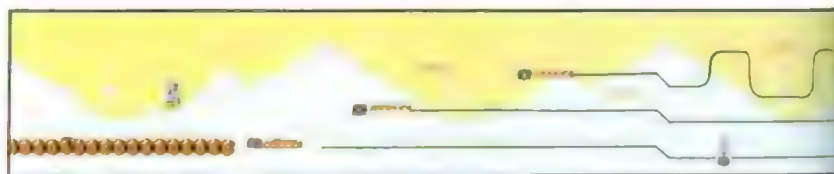
TWIN BRIDGES

Of the two bridges, the Cheese Bridge is the easiest to cross, especially if you take the upper lift. This is also the place to catch Yoshi's Wings and soar up to a world in the stars.



CHEESE BRIDGE AREA

START



TAKEOFFS AND LANDINGS

You can glide over most of this area if Mario has a Cape and Yoshi to help him. Take off from the log platform and glide. Keep pushing the B Button. When Yoshi touches a Buzz Saw, he will jump into another long glide. You should be able to reach the next log platform, but it takes practice.



THE TOP ROUTE IS TOPS

Hop to the top lift for an easy ride through the first part of this stage. The bottom lift is the toughest of the three. Grab the Cape near the start to make jumping Buzz Saws easier. Riding Yoshi also makes the trip go smoother.

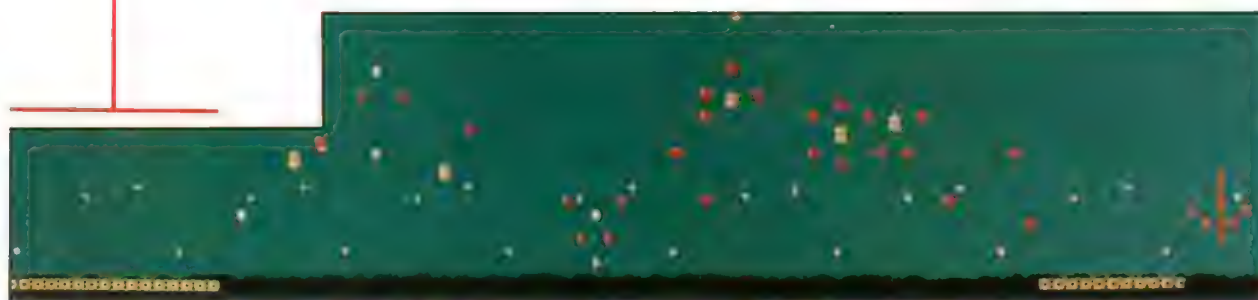


↓ TO (B)

↑ (C)

YOSHI EARNS HIS WINGS

If you get the pair of Yoshi Wings, you'll soar off into a world of stars, Blocks and Fuzzies. This is a great place to practice flying with Yoshi.



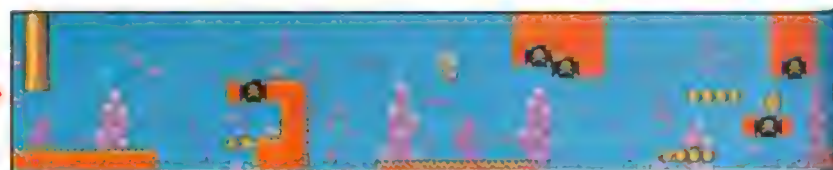
↑ (A)

GOAL

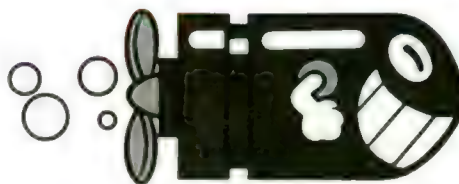


SODA LAKE

START



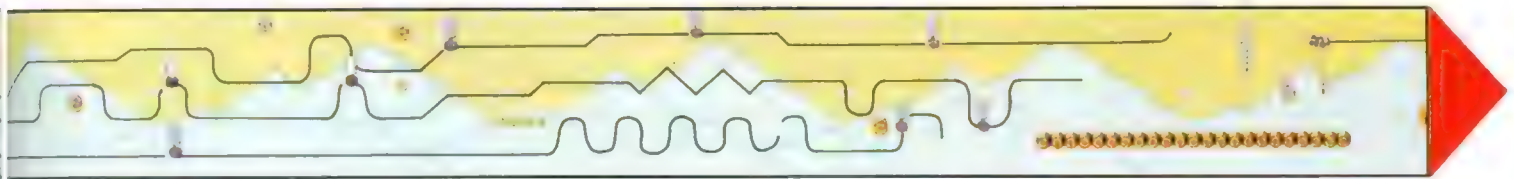
Soda Lake is bubbling with trouble. Apart from the usual Cheep Cheeps, there are Torpedo Teds that drop out of hatches and head for the nearest swimmer. At times you'll have to swim below the edge of the screen to avoid the terrible Teds.



TROUBLE AHEAD

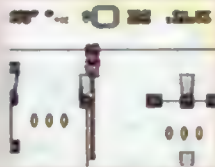
The Block in the middle is a Power-Up. Only expert seamanship will get you passed all the hazards in this area. Grab the Power-Up to increase your survival rate.

TO (A) ↓



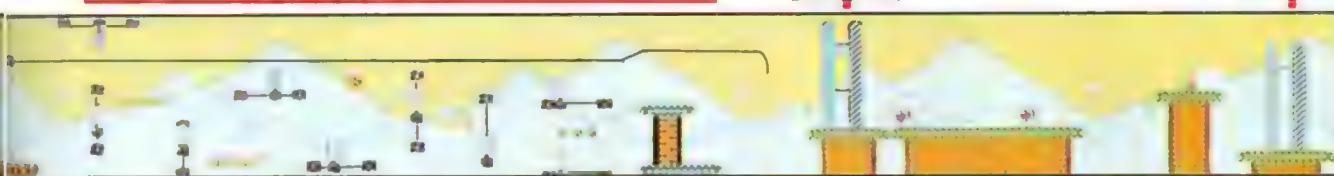
PULLEY PERFECT

Climb up or down the pulley chains to avoid the Buzz Saws. Pass below the first Buzz Saw, above the second, below the third and so on.



GOAL

GOAL



TO B OR NOT TO B

Once you've chosen to enter this area, you're asking for trouble. If you want a challenge, or extra points, this is a good place for some heavy duty stomping. But if you want to live to stomp another day, just pass on by. You won't miss out on any Dragon Coins or other valuable items.

↓ (B)

TO (C) ↑



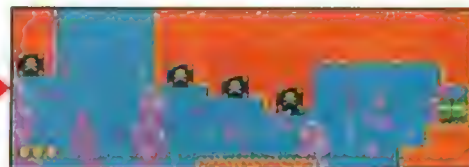
THE GOAL RUSH

The second, hidden Goal of this area leads down into Soda Lake. To reach it, use Yoshi and glide below ground level at the first Goal. Just before Yoshi falls off the screen, use the Spin Jump to save Mario. The second Goal is just a hop, skip and jump ahead.



OUT OF SIGHT

This section of reef looks solid, but you can swim beneath it to avoid the Torpedo Teds above. Keep hitting the B Button, even when Mario disappears. As long as the screen scrolls, you'll be okay.



TO THE GOAL

TWIN BRIDGES

On Cookie Mountain you'll face the awesome Sumo Bros. who stomp on Blocks and send fire to scorch the areas below them. Watch out for Monty Mole—a rascally rodent who pops out of the cliffs. For explorers, there are secrets in the sky and down pipes.



COOKIE MOUNTAIN

START



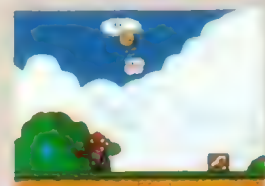
BELOW THE SUMO

When Sumo stomps on the Blocks, lightning flashes and fire spreads over the ground below. Punch the Block below the Sumo to overthrow him.



YOSHI CLOUDS

If Yoshi eats enough berries, he'll lay an Egg that turns into a cloud. The cloud floats overhead and leaves a trail of Coins.



↓ TO (A)



BUTTER BRIDGE 1

The springy Piston Lifts make this one of the toughest areas in the game. Even worse, the screen scrolls automatically, forcing you to hurry. If that isn't enough, Koopa Paratroopas are everywhere.

HEAVY AS HE GOES

Piston Lifts sink if you stand on them for more than a second. In order to keep them up, jump continuously. Even so, some of the leaps are tricky. Make long leaps from the far right edge of the lift.

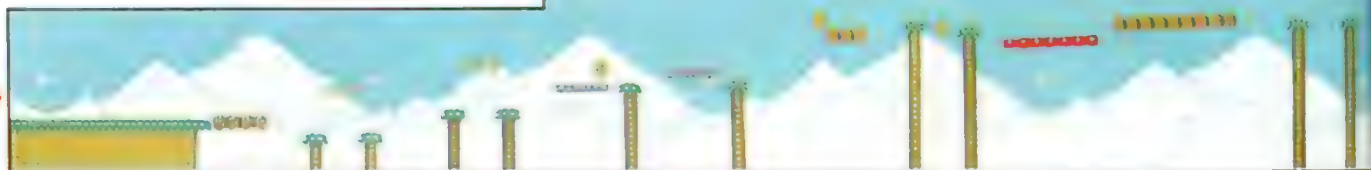


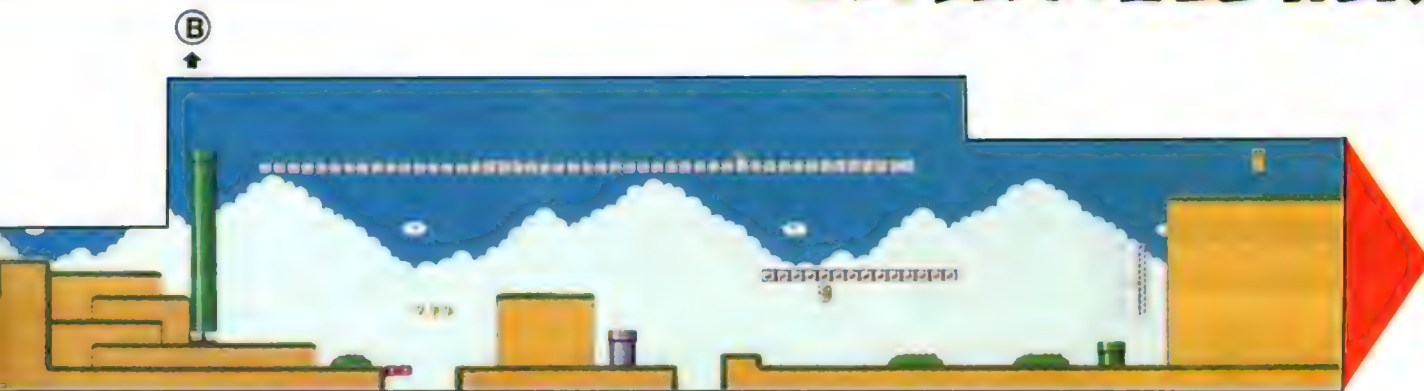
STEPPING FOES

The Red Blocks will be filled in if you visited the Red Switch Palace earlier. Use the Cape if the Blocks aren't solid.



START





MOLES IN THE HOLE

Masses of Monty Moles are on the move. Make life a bit easier for yourself by using the Right Button to scroll the screen and open up the gap into which the Moles fall.

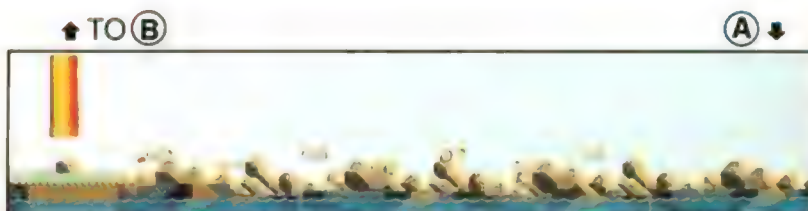
THIN AIR 1-UP

A 1-Up appears out of nowhere if Mario goes for a stroll in the clouds. Take Pipe B or fly up to the clouds, then run right.



GETTING THE GOODS

Different items like Stars and Power-Ups flash inside Roulette Blocks. You can get items out of them by using the Cape Attack or Yoshi's tongue. Timing is tricky.



GOAL

THE LOW DOWN ON 'SHROOMS

Stay on this Piston Lift until it sinks to within sight of the lower lifts to the right.



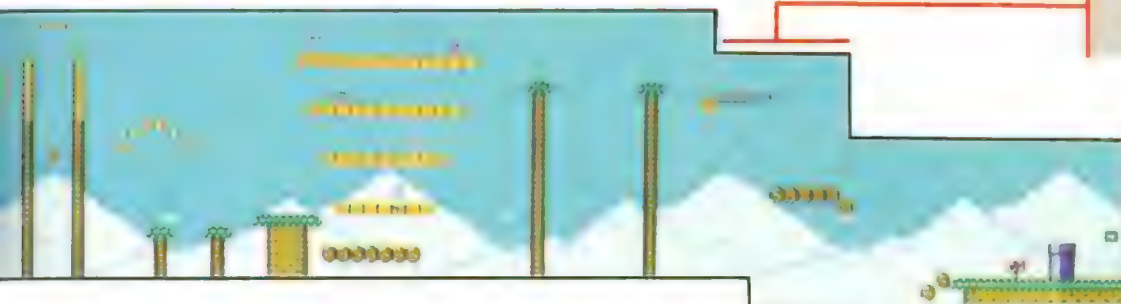
FALL AND RISE

When the scroll begins going up again, hit the Blocks and jump up through them as they spin.



HOPALONG MARIO

Aim for the back of a Koopa Paratroopa when you leap off the log platform. If you stomp the Paratroopa in midair, Mario will bounce off so you can reach the Goal.

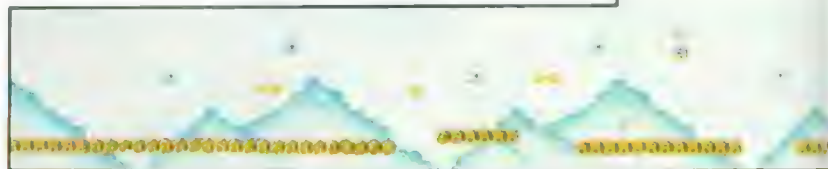


TO THE GOAL

TWIN BRIDGES

In the second Butter Bridge area, Super Koopas swoop and shellless Koopas snoop. Take advantage of Koopa backs as you hop from platform to platform. Better yet, use the Cape.

BUTTER BRIDGE 2



CAPE OF GOOD HOPPING

Hop on top of a flashing Super Koopa to get its Cape, then send Mario soaring skyward to miss most of the lower flying Super Koopas.



FURTHER CAPERS

Use the Cape Attack to knock the shell against the pipe repeatedly to earn unlimited 1-Ups.



↓ TO (A)

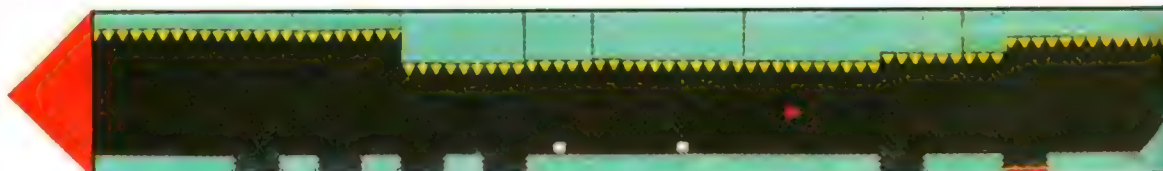
↑ (B)

#4 LUDWIG'S CASTLE

SECRET IN THE CEILING

You can reach the bonus area by jumping through the ceiling Block shown below. Although it looks just like the rest of the ceiling, hop up to find the special area.

After all this hassle, you still have to face the dangers of Ludwig's Castle. Here you'll run into everything from the old Ball 'N Chain to shrinking tunnels. The Koopas on fences are a completely different type of challenge and Ludwig is a real hothead.



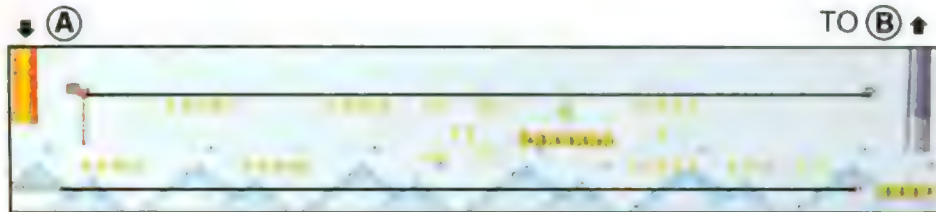
TO (C)

ON YOUR COMMAND

Race to the ON Block, hit it as the spikes draw near, then sprint to the door!

BEWARE OF TURTLES WITHOUT SHELLS

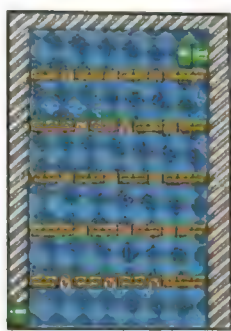
As soon as the Koopas see Mario, they kick their shells at him. Use the Right Button scroll and they'll attack early.



TO (B)

(B)

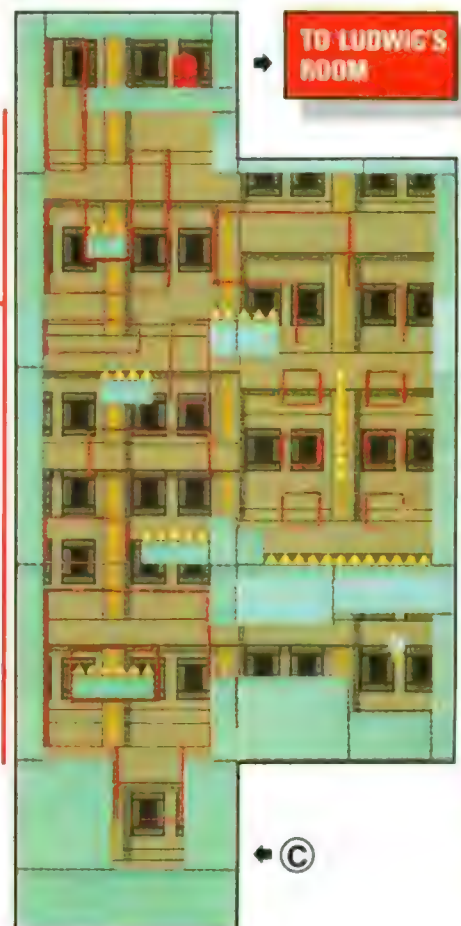
TO (A)



TO (A)

FENCING WITH TURTLES

Defeat the Koopas from above and earn up to 14 extra lives. Grab the Power-Up off to the right first, and be careful not to fall on the spikes when jumping.



LUDWIG KOOPA'S LAST LAUGH

Ludwig Von Koopa looks like a mad scientist and acts just plain mad. He hurls fire balls at Mario, then hops into the flashing shell and rockets across the floor. When you first enter the room, Super Run to the right and give Ludwig a quick stomp or double stomp. When he's in the flashing shell, jump over it and stomp on him when he reappears in the corner.



KOOPA KATALOG

Koopas are a real pain in the drain for Mario, but some Koopas are more trouble than others. There are four kinds of Koopas and varieties of each like the Paratroopas.



RED

Red Koopas are home bodies. Both Red Koopas and Paratroopas move back and forth in a limited area like sentry guards. If you stomp one of these fellows, he'll leave his shell, although he will return if you leave him alone long enough. They are also shy. If a Red Koopa sees Mario, he'll turn and go the opposite direction.



BLUE

Although there are Blue Koopas throughout SMW, the only place to find Blue Paratroopas is once you've finished the Special Area after the Star Road. Blue Koopas move like Red Koopas, just a little slower, and they don't move into empty shells. Instead, they kick empty shells at Mario.



GREEN

Green Koopas and Koopa Paratroopas are set in their ways. In fact, they walk or fly in one direction forever unlike their Red Koopa cousins. The only change a Green Paratroopa makes is when he is stomped. If stomped once, he'll march toward Mario. Like Red Koopas, they'll crawl into an empty shell.



YELLOW

The regular Yellow Koopa is a slow moving fellow who follows after Mario. If you stomp him, he comes out of his shell and a Coin appears. They are most dangerous when they crawl back into a flashing shell. Once inside the shell, the Koopa chases swiftly after Mario. Yellow Paratroopas appear only in the Special Area.



SUPER MARIOLOGY

SUPER MARIO BROS. 2 THE JAPANESE VERSION



In Japan, SMB2 was nothing like the U.S. game. In fact, the Japanese game is an expert version of Super Mario Bros. Doki Doki Panic was the Japanese version of our SMB2.



In the Japanese SMB2, Mario faces Poison Mushrooms that take a life away and winds that blow you backward. Mario and Luigi also have different jumping abilities.



FOREST OF ILLUSION



In Forest of Illusion 4, you'll find the Key after sinking into a very high Pipe.

CREEPY CREATURES AND HIDDEN EXITS ARE ABUNDANT IN ROY'S DOMAIN

Roy Koopa rules over a maze-like world of secret Keys and wily Wigglers. More than half of the courses have alternate exits and some of those are pretty hard to find. Forest of Illusion 1 and Forest of Illusion 4 are great places to find Power-Ups and 1-Ups. Once you complete these courses, you can re-enter at any time, Power-Up, then leave to take on the other challenges of the forest.



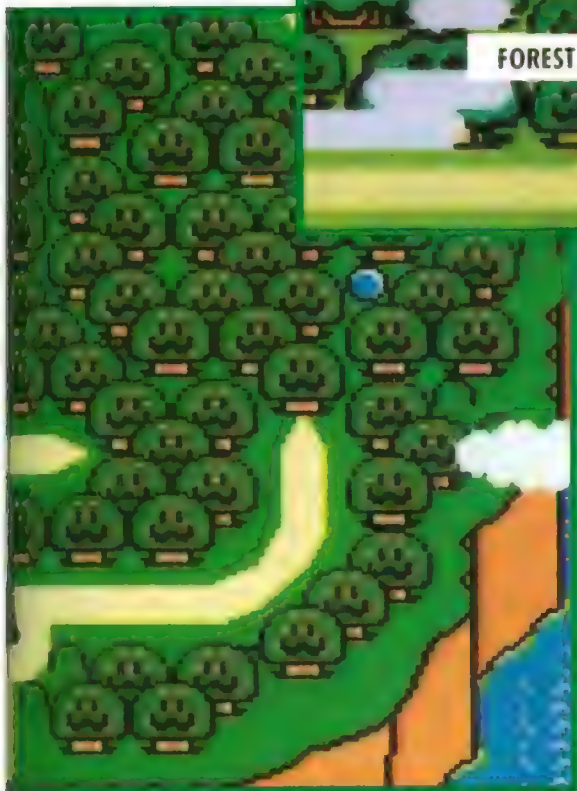
ROY

FOREST OF ILLUSION



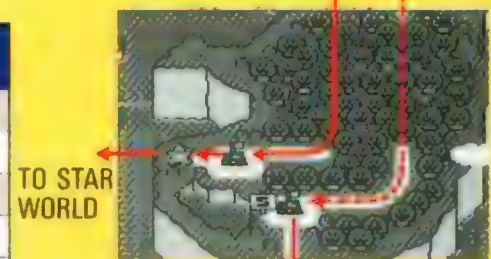
COURSE DATA

| COURSE | TYPE | DIFFICULTY | TIME | MIDWAY GATE | STANDARD EXIT LEADS TO |
|----------------------|-----------------|------------|------|-------------|------------------------|
| FOREST OF ILLUSION 1 | FIELD | ★★ | 300 | YES | FOREST OF ILLUSION 2 |
| FOREST OF ILLUSION 2 | UNDERWATER | ★★★★ | 300 | NO | FOREST OF ILLUSION 3 |
| BLUE SWITCH PALACE | SWITCH PALACE | ★ | 200 | NO | |
| FOREST OF ILLUSION 3 | FIELD | ★★ | 300 | YES | FOREST GHOST HOUSE |
| FOREST GHOST HOUSE | GHOST HOUSE | ★★ | 400 | NO | FOREST OF ILLUSION 4 |
| FOREST OF ILLUSION 4 | FIELD | ★★★★ | 300 | YES | FOREST OF ILLUSION 2 |
| FOREST SECRET AREA | OBSTACLE COURSE | ★★ | 300 | NO | FOREST FORTRESS |
| FOREST FORTRESS | FORTRESS | ★★★★ | 300 | NO | STAR ROAD (4) |
| #5 ROY'S CASTLE | CASTLE | ★★★★ | 300 | NO | CHOCOLATE ISLAND 1 |



ROUTE GUIDE

FROM TWIN BRIDGES



TO STAR WORLD

TO CHOCOLATE ISLAND

| SECRET EXIT LEADS TO ... | SAVE | 1-UPS | POWER-UPS | PAGES |
|--------------------------|------|-------|-----------|-----------|
| FOREST GHOST HOUSE | NO | ★★★ | 👾 🍄 | p.106~107 |
| BLUE SWITCH PALACE | NO | _____ | 🍄 | p.106~107 |
| _____ | YES | _____ | _____ | p.108 |
| PEY ROY'S CASTLE | NO | _____ | 🍄 | p.108~109 |
| FOREST OF ILLUSION 1 | YES | _____ | _____ | p.110~111 |
| FOREST SECRET AREA | NO | ★★ | _____ | p.110~111 |
| _____ | NO | _____ | _____ | p.112~113 |
| _____ | YES | _____ | _____ | p.112~113 |
| _____ | YES | _____ | _____ | p.114~115 |

FOREST OF FILLUSION

FOREST OF ILLUSION 1

The hotheaded Wiggler makes its first appearance in Forest of Illusion 1 where enemies are literally jumping out of the woodwork. Bring Yoshi along and you'll have no trouble getting through this dinosaur feast of a course. If you've completed the course, work your way up to the Midway Gate, then press the Start and Select Buttons to leave. That way, you'll be able to return to the midpoint at any time and earn 1-Ups with Starman.



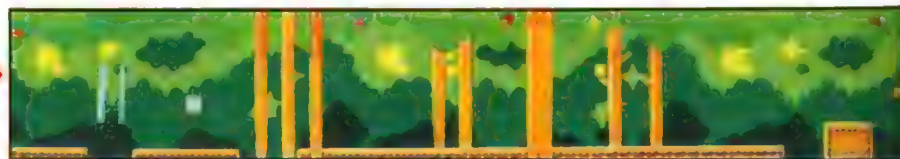
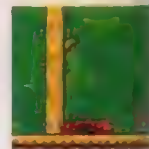
STARMAN EARNS 1-UPS

Take a Starman from the Item Block past the Midway Gate and run invincibly through the crowd. You'll earn a ton of points and, eventually, 1-Ups.



WIGGLER MADNESS

Wigglers get angry if you stomp them. Let Yoshi get a tongue on these caterpillar-like creeps and he'll gobble them up with one big bite.



FOREST OF ILLUSION 2

This underwater cave features the only walk-through wall in all of Dinosaur Land. It's near the Goal, next to the last Block. Walk, or swim to the other side and you'll find the Blue Switch Palace Key. Another thing to watch out for is a huge school of swift-swimming Rip Van Fish. You'd better hope that they fall asleep before they catch you.



ONE TRACK URCHINS

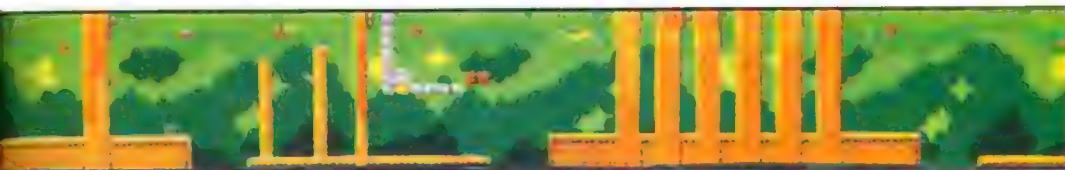
The Urchins move either up and down or left and right. Study their patterns, start swimming when they move away and you'll find that they're easy to avoid.



RIP VAN FISH AWAKES

If you've got a lot of Rip Van Fish on your tail when you cross the Gate, you'll earn progressively more points for each fish and you might even snag a 1-Up.





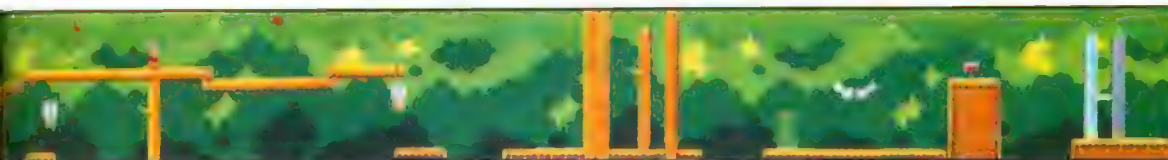
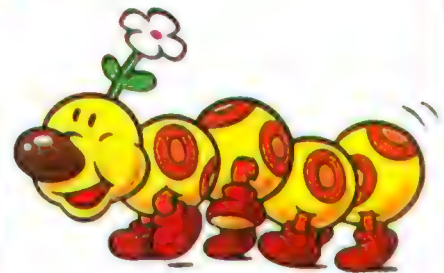
STOMP AND FLY FOR POINTS

Continue to stomp happy Wigglers without touching the ground and you'll earn points-a-plenty.

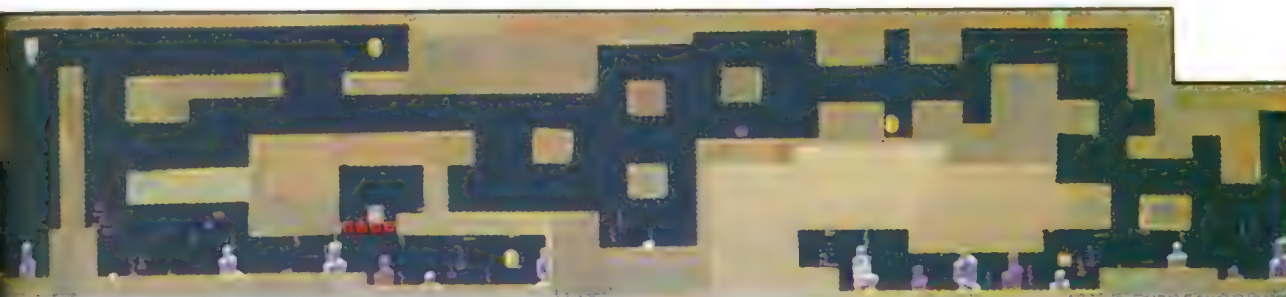


FLOAT TO THE KEY

Grab the P Balloon that's locked in this Block. As Balloon Mario, you'll be able to float to the Key.



GOAL



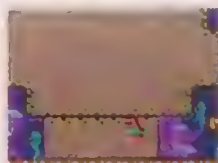
WAIT FOR THE 1-UP

There's a line of invisible Blocks in this area. Hit the second one from the right to release a 1-Up. Then, without hitting any of the other Blocks, wait for the 1-Up to drop to your level and take it.



THE KEY TO SUCCESS

The Key to the Blue Switch Palace is in a secret chamber on the other side of this seemingly solid wall. You can find it by looking for the Yellow Block next to it. Then walk or swim through the wall, grab the Key and head off for the Switch Palace. The Blue Blocks that appear as a result will be very helpful later in your journey.

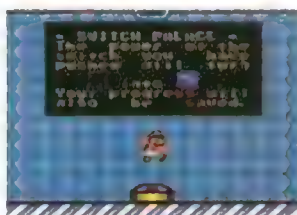


FOREST OF FILLUSION

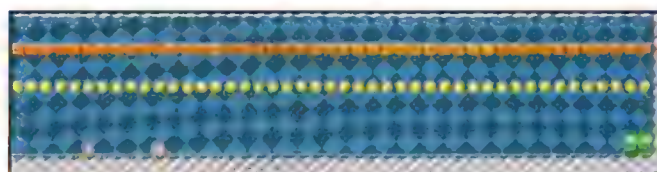


BLUE SWITCH PALACE

By finding the Key in Forest of Illusion 2, you'll gain access to this small but important Palace. Hit the big Blue Switch inside and all of the Blue Dotted Lines in Dinosaur Land will be filled with Blocks.



START



TO

GRAY COINAGE

Carry both P Switches to the far right side of the chamber, collect the two Coins on the far right and hit the Switches. Then collect the Gray Coins above for a 1-Up.



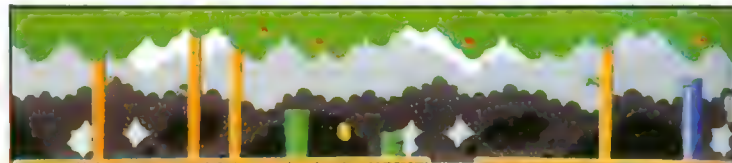
A



FOREST OF ILLUSION 3

Your buddy Yoshi will come in handy here, as the course is crawling with bite-size enemies. You'll discover him in the first Block unless, of course, you already have him along. Goom-bas and Bob-Ombs travel through the course in big bubbles. Watch where you run because when the bubbles pop the enemies drop. If you pop the bubbles first, you'll have a good chance of catching the creatures off guard.

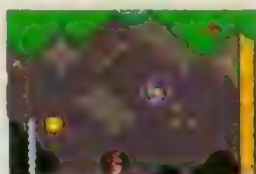
START



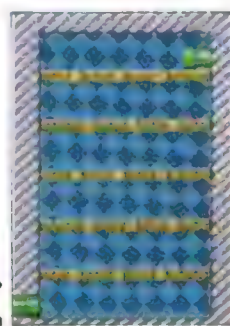
TO

POP THE BUBBLE

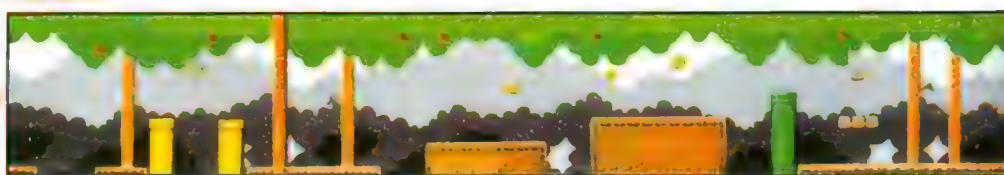
A Super Mushroom, encased in a bubble, floats in from the right side as you're crossing the Midway Gate. Wait until it crosses the gap on the right, then collect it.



A
TO B



TO



A FORK IN THE ROAD

Most of the courses in the land appear as Yellow or Red Dots on the Map. Yellow Dots signify courses that have only one exit, while the courses marked with Red Dots have two exits. Many of the Ghost Houses also include multiple exits.



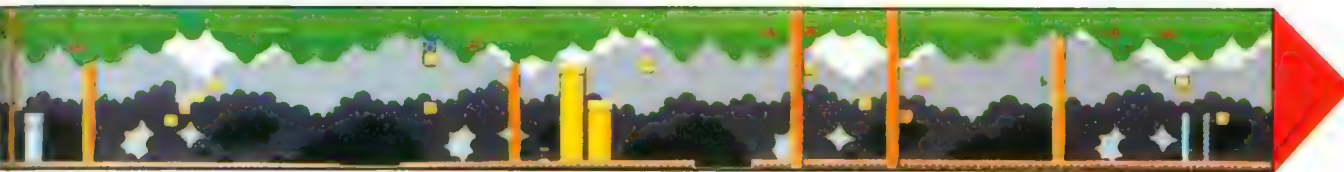
Search for a Key and Keyhole in Red Dot courses.



Many Ghost Houses include two Exit Gates.

THE GOALS ADD UP

On the Player Select Screen, there's a number following every player entry which indicates how many Exit Gates and hidden Keys have been discovered and saved in that entry. There are a total of 96 Goals to be found in the game's 74 courses.



↑ B

CATCH SOME AIR

The Block with the Jumping Board in this area is too high to reach. Hit the Block below it though, and a Shell will pop up to knock the Jumping Board free. Then carry the Board a few steps to the right and use it to spring into the air, clearing the tall blocking Pipe.



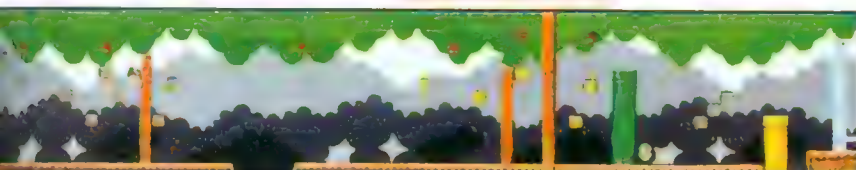
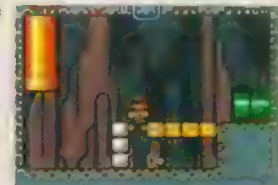
HIT CHUCK HARD

Since there are plenty of Goombas and Bob-Ombs around, you can use one of them to out-charge Chargin' Chuck. Stomp one of the little critters and carry it as you run on a collision course for Chuck. The creature will act as a pad in the crash.



SPIN AND COLLECT

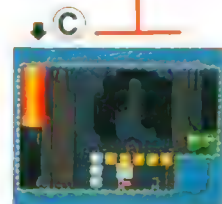
Make sure that you're Super, Fiery or Caped Mario before you sink into the tall Pipe near the end of the course because the Key on the other end is surrounded by Blocks. You'll only be able to collect it if you're big enough to break the Blocks above it with a Spin Jump. You'll use the Key to enter Roy's Castle.



TO C ↓

↑ D

GOAL

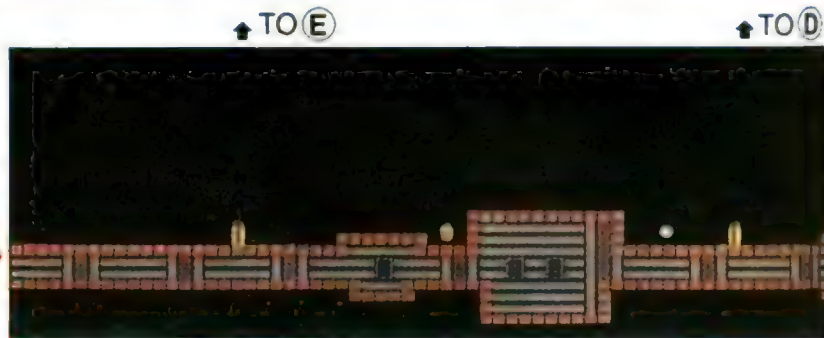


→ TO D

FOREST OF FILLUSION

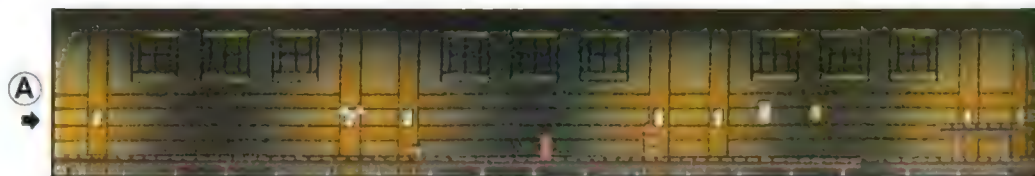
FOREST GHOST HOUSE

Two Big Boos haunt the narrow halls of this spooky premises. Work your way around them and look for a way to get above the ceiling. If you take a Cape with you, you may be able to fly up through a shortcut. The exits are both very easy to find. One of them leads to a 3-Up Moon and backtracks to Forest of Illusion 1. The other one takes you to Forest of Illusion 4. The Dragon Coins are also out in the open. Collect all five and you'll earn a 1-Up.



A DOUBLE DOOR DECISION

The door on the left leads to Forest of Illusion 1 and a 3-Up Moon. The one on the right leads to Forest of Illusion 4.



FOREST OF ILLUSION 4

There are Lakitus-a-plenty in this section of the forest, including a Fishin' Lakitu who has a 1-Up at the end of his line. Don't take the bait and this kooky creature won't toss out his trademark Spinies. There's a mid-air Pipe that leads to the Forest Secret Key just past the Midway Gate. The only way to get to the top of the Pipe is by flying with a Cape or with Yoshi, both of which are available in Forest of Illusion 1. Leave the area, Power-Up and return to the Midway Gate when you're ready to fly.



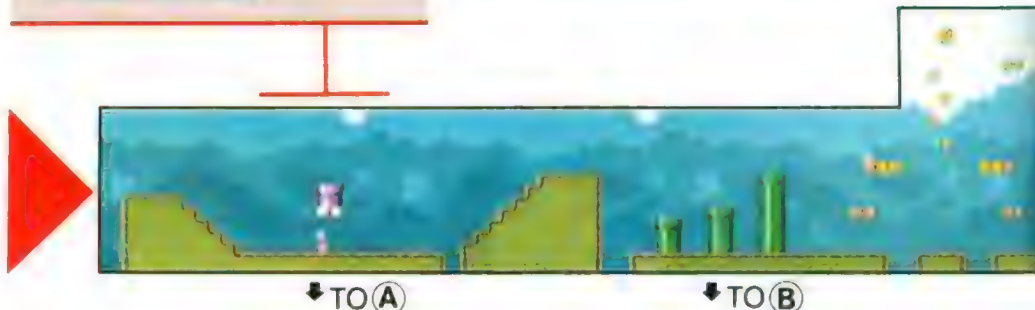
FLY AND SINK

The Pipe in this valley leads to the Forest Secret Key. Take off with a Cape and knock out the Lakitu in the Pipe. Then sink into the Pipe and grab the Key!



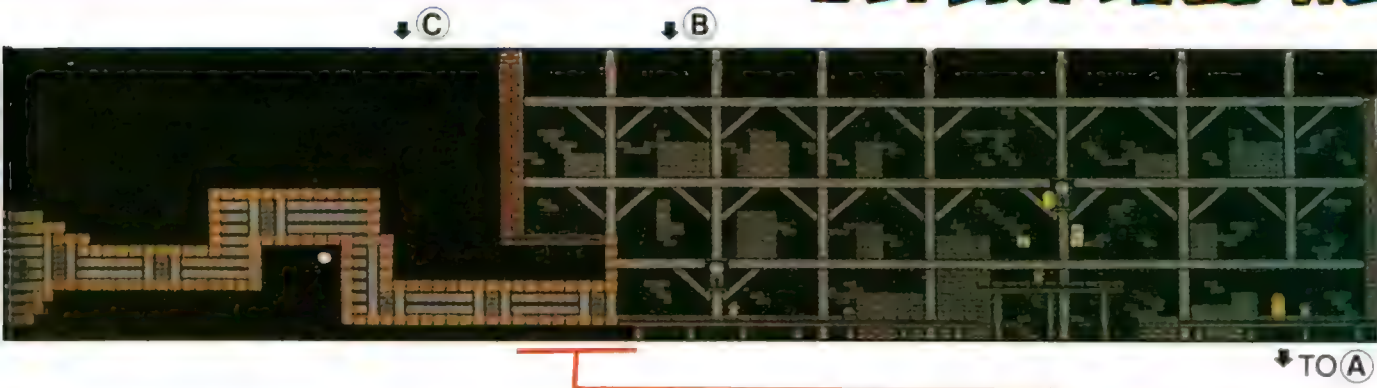
STEAL LAKITU'S CLOUD

Send Fishin' Lakitu on a vacation by tossing a Shell in his direction. Then take his cloud for a spin!



↓ TO A

↓ TO B



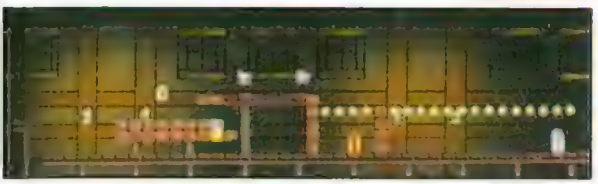
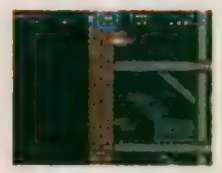
HIT THE SWITCH HERE

Carry the P Switch through the cloud of Boss to the far right end of the House. Then hit it and enter the door which appears for roof access.



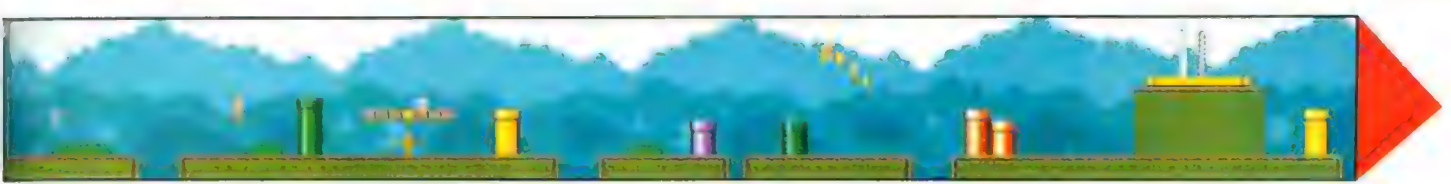
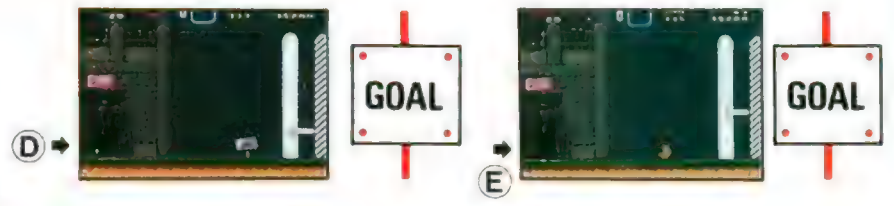
UP AND OVER

If you've got a Cape, take off in the air from here. You may get over the wall.



↓ TO B

↓ TO C



↑ C

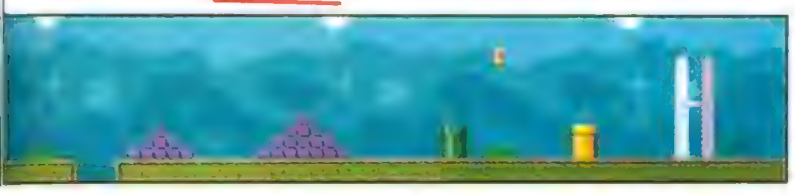
LET IT SLIDE

There are three areas in this course where you can earn unlimited 1-Ups. Toss a Shell so that it slides between two obstacles. Then jump to higher ground and let Fishin' Lakitu toss Spinies into the area. The Shell will hit them for points and 1-Ups.

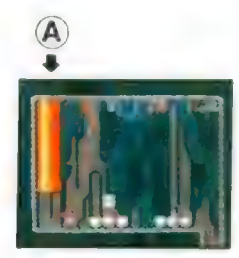


↑ TO C

↓ B



GOAL



↓ A

FOREST OF FILLUSION

FOREST SECRET AREA

START



DRAGON COIN COLLECTION

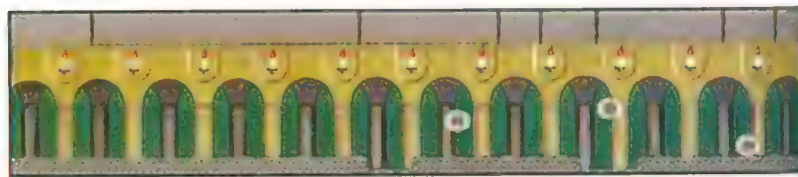
Ride the first flying Platform to collect three Dragon Coins, then hop on the other one for the fourth Coin and jump back for the fifth.



If you have Blue Yoshi or a Cape with you, you may be able to cross this long gap by flying and hopping off the few floating Blocks that are spread throughout. Otherwise, you'll have to take a ride on the fast Flying Platforms.

FOREST FORTRESS

START



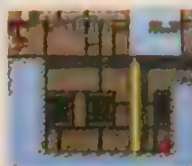
Grinders are the gadgets of choice in the Forest Fortress. These sharp blades buzz all over the Fortress walls and floors. You're not strong enough to beat them but, if they get too close, you can hit them without taking any damage. Watch them closely as they approach, then Spin Jump and land on top of them to bounce away unharmed. Reznor waits in a Fortress chamber. If you pass by the first door to Reznor and fly to the second one with a Cape, you'll earn an extra nine 1-Ups.

A



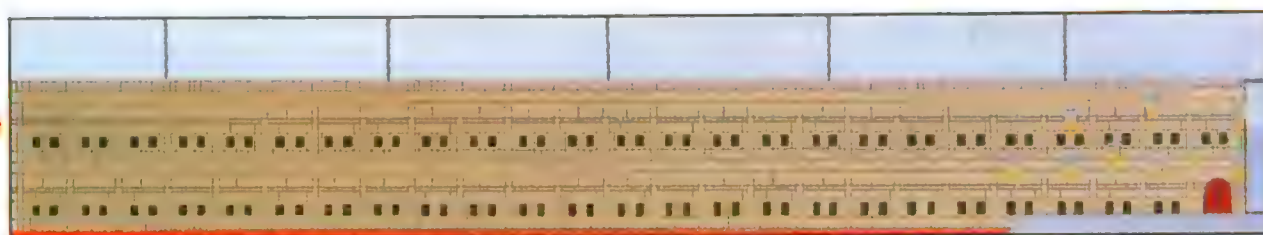
SCROLL AWAY THE BLADES

Press the L and R Buttons here and the blades will be gone.



TAKE THE HIGH ROAD

Jump on the Blocks above the floor here to avoid a gathering of Grinders.



TO
REZNOR'S
ROOM



GOAL

BLUE BLOCK ROADBLOCK

There's a line of four Blue Blocks that cross the path of the first Flying Platform. If you haven't hit the Blue Switch though, there'll be nothing but dotted lines.



AN EXTRA 1-UP

Make sure that both Flying Platforms are on the screen when you cross the Goal (without hitting the bar). You'll earn points for every object in the area and a 1-Up.

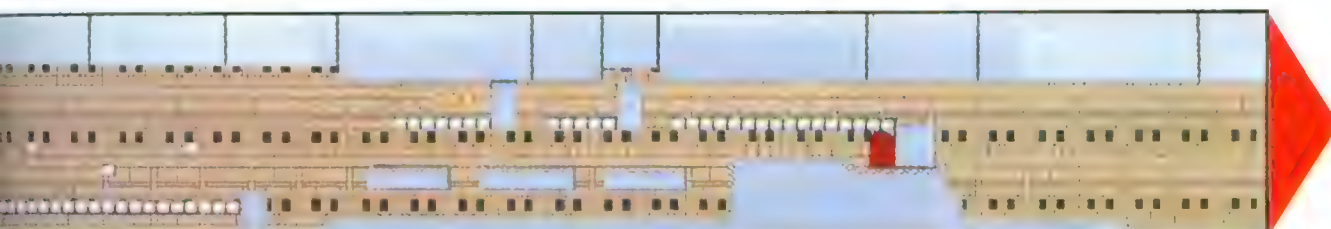


TO (A)

TO REZNOR'S ROOM

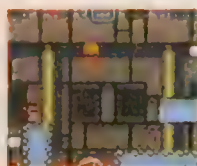
RUN AHEAD OF THE PILLARS

Several huge Pillars drop in this hallway. After you've past the first one, run to the right edge of the screen and the other Pillars will fall behind you.



BUZZ ON BY

Press the R Button and a Grinder will roll into the pit on the other side.



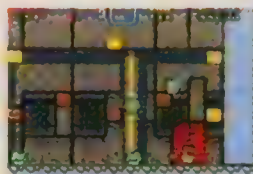
THE BIGGER THEY ARE ...

These fire-spitting Rhino Dinos are identical to the ones you faced before. Hit 'em from below and knock 'em into the lava. Then jump onto the empty Platforms and avoid the pit.



1-UPS BEFORE REZNOR

If you have a Cape, get a good running start and fly over the huge lava pit at the end of the Fortress to the second Reznor door. When you reach the other side safely, you'll discover nine 1-Ups in the Blocks.



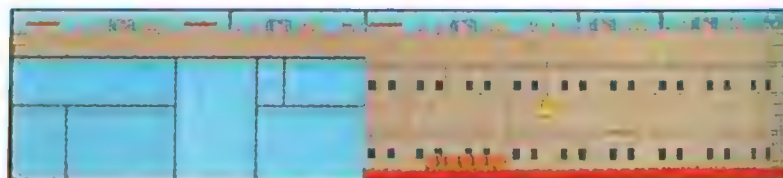
FOREST OF FILLUSION



#5 ROY'S CASTLE

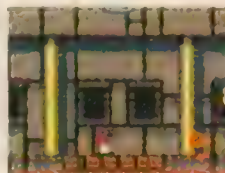
When you leave the forest maze through the hidden exit of Forest of Illusion 3, you'll reach the door to Roy's dangerous digs. There are two chambers near the beginning of this Castle that can only be traversed by riding a snake-like series of Blocks. Watch the lead Block carefully and you'll know where the rest of the Blocks are headed. Once you get used to following this lead, you'll see that it's easy.

START



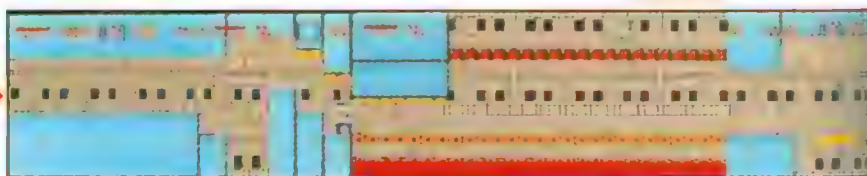
BLOCKS OVER LAVA

Remember the pattern of the moving series of Blocks as you ride across the chambers and you'll cross easily in repeated attempts on the Castle.



P SWITCH MANEUVER

Take the P Switch in this area to the other side of the Bowser Statue. Then press the L Button and hit the Switch to trigger a 1-Up.



CHARGIN' CHUCK'S GAME PLAN

There are several varieties of the frenzied football fiends, Chargin' Chucks. You'll find that they all can take a licking before they're down.



CLAPPIN' CHUCKS

By jumping and clapping over their heads, these tacklers attempt to take down heroes on the high road.



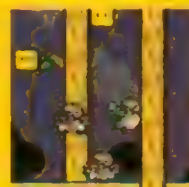
LOOKOUT CHUCKS

Keeping an eye open for Dinosaur Land trespassers, the Lookout Chucks will charge as soon as they see you.



SPLITTIN' CHUCKS

As if one football freak isn't enough, these creatures split into triplets and charge when you draw near.



CONFUSED CHUCKS

While they continue to wear football gear, these wacky characters have switched sports and toss baseballs.



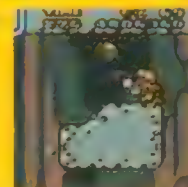
PASSIN' CHUCKS

By tossing out a barrage of killer footballs, these kooky quarterbacks have no need for a defensive line.



DIGGIN' CHUCKS

Some Chargin' Chucks in the Dinosaur Land underground dig up rocks and toss them at passing plumbers.





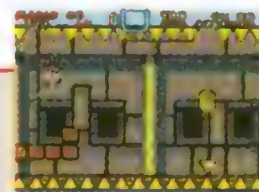
DON'T JUMP

Fireballs fly by above you while you're riding through this chamber. Don't jump and they won't hit you.



FAKE-OUT THE SPIKES

Press the R Button to scroll your view to the right, and the loose ceiling Spikes will fall long before you reach them.



TO ROY'S ROOM



SQUASH ROY KOOPA

The crazy Koopaling with the cool shades walks on the walls and ceiling and drops when he's above you, just like his brother Morton. In Roy's room though, the walls close in with every pass. Run from Roy with super speed when he drops, then jump up and squash him! Three hits will do it!

KEY ODDITIES

While they have no practical applications, there are two odd tricks that you can perform with Keys.

YOSHI CARRIES THE KEY

Since hidden Keys are usually very close to Keyholes, there's no need to carry them for long distances. Nevertheless, it is possible to carry a Key and ride on Yoshi at the same time. Place a Key next to your dinosaur friend so that they overlap. Then press and hold the Y Button and jump onto Yoshi. You'll ride away, Key in hand.



MISPLACED KEYHOLE

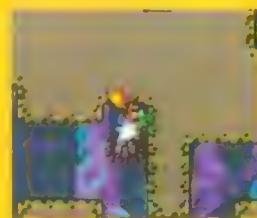
When you insert a Key in the Keyhole, the Keyhole expands just before the scene changes. There is a way to make the Keyhole symbol expand from the center of the screen instead of from the Keyhole itself. Vault to a Key on an upper floor by jumping off Yoshi as he leaps. The screen won't scroll. Insert the Key and you'll trigger this odd occurrence.



INVINCIBLE YOSHI

While your new dino pal usually high tails it as soon as he's hit, you'll be able to insure that he doesn't get far if you keep close to the ceiling. This trick works well in water and narrow passages.

While you're swimming with Yoshi, stay near the ceiling. If Yoshi's hit, he'll try to leave, but you'll catch him.



If you're Super, Fiery or Caped Mario and you're riding Yoshi in a narrow passage, he won't be able to lose you.

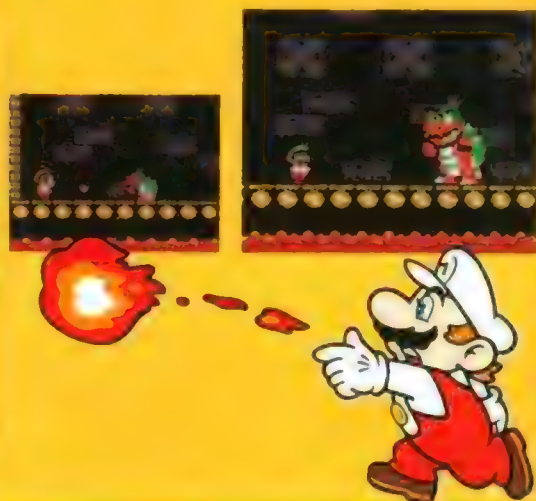
SUPER KOOPA COMEBACK

Super Koopas with flashing Red Capes always give up a Cape Feather when you stomp them. If you'd like to get a second Cape Feather from a stomped Super Koopa, run from it so that it disappears off the edge of the screen, then turn around and run back. When you return, it'll be back to its original form. Stomp it again!



KOOPALINGS CATCH FIRE

While Mario's Fireball attack got top billing in his first big adventure, it hasn't been as effective in his most recent exploits. Still, you can use Fireballs to defeat three of Bowser's Koopalings; Morton, Ludwig and Roy. Hit 'em 12 times and they're history.



SUPER MARIOLOGY

SWIM WITH EASE

While swimming has always been a difficult chore, there are recent inventions that can help.



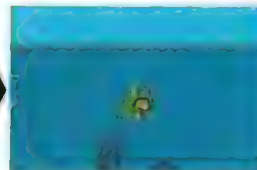
WORK ON VERTICAL LIFT



In Super Mario World, you can influence your vertical swimming speed by pressing Up or Down on the Control Pad. If you press and hold Up as you swim, you'll move up three times your normal speed. Press and hold Down and you'll still swim up, but only with one fifth of your normal speed.

SPEED SWIMMING MARIO

FROG MARIO
(SUPER MARIO
BROS. 3)



40 Blocks in
5.25
Seconds

WITH AN ITEM
(SUPER MARIO
WORLD)



40 Blocks in
5.45
Seconds

In Super Mario Bros. 3, the Frog Suit helps Mario swim with speed and control. In Super Mario World, he has similar abilities when he's carrying an item. The times above show how quickly he can swim a distance of 40 Blocks in those two incarnations.



CHOCOLATE ISLAND

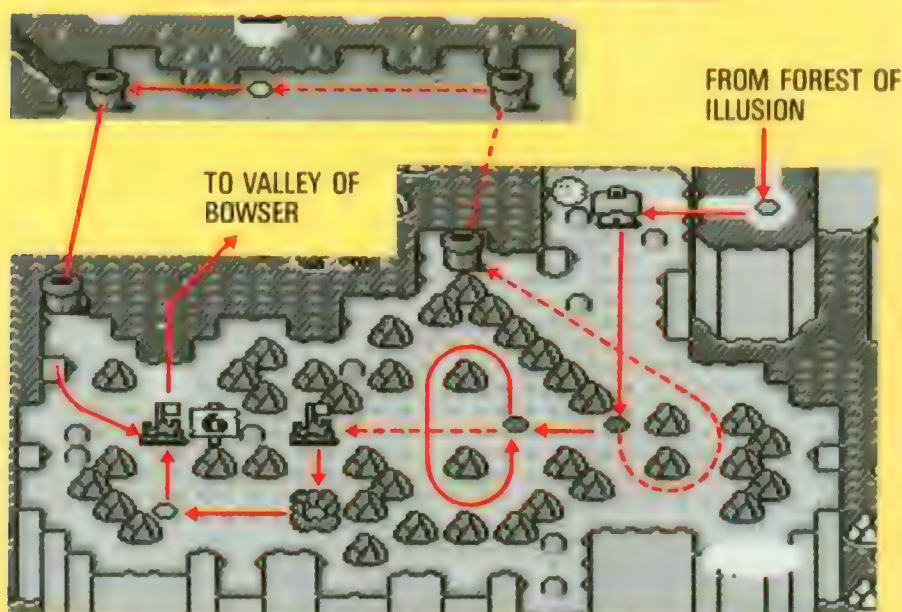
WENDY'S WORLD OF CHOCOLATE IS ANYTHING BUT SWEET

Dinosaurs are out in droves on the shores of Chocolate Island. The wild Wendy O. Koopa also resides here. Her Castle is packed with tricky traps and dangerous devices, including a ton of huge, fast-moving spikes! Yikes!

WENDY



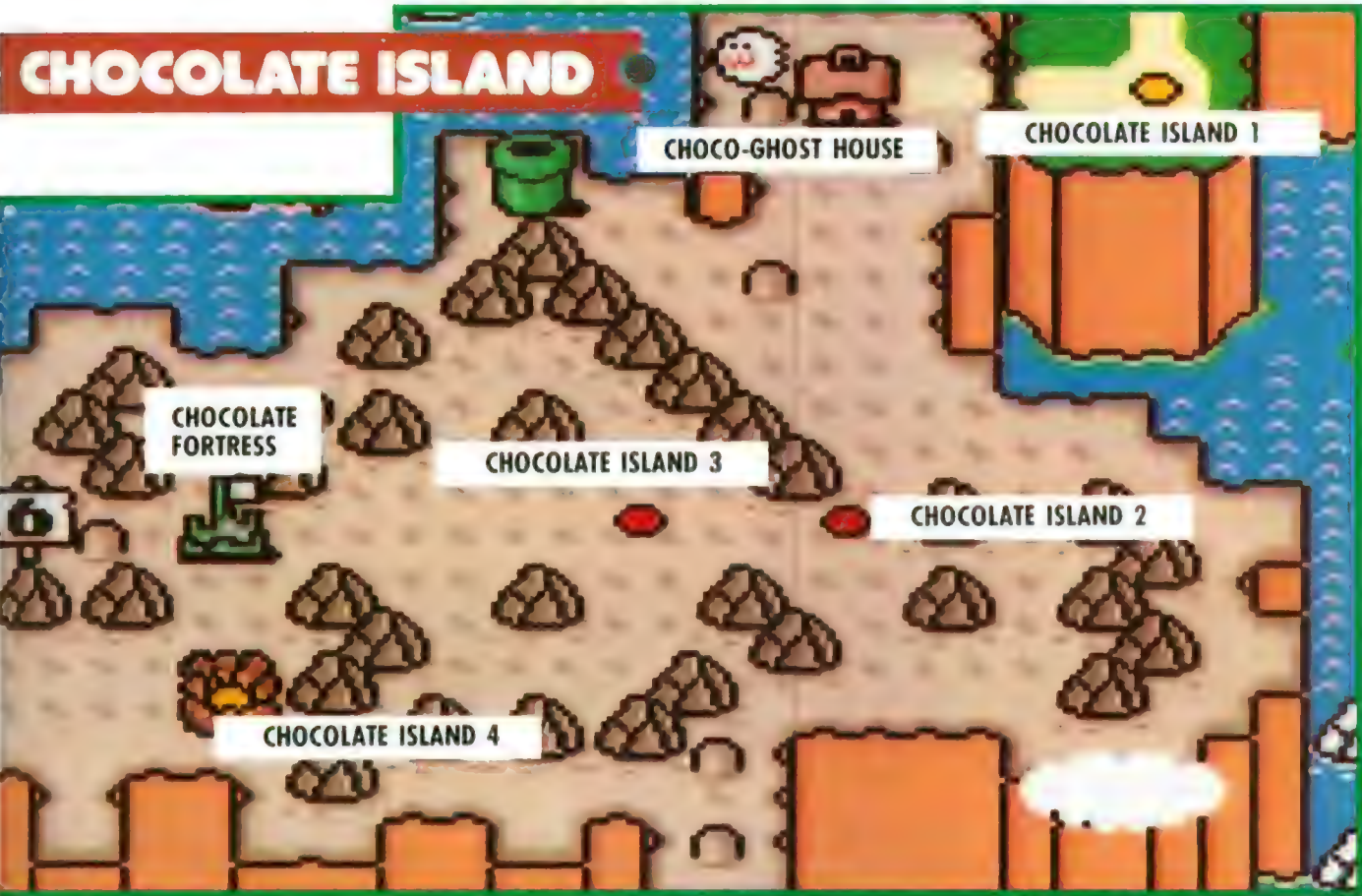
ROUTE GUIDE



COURSE DATA

| COURSE | TYPE | DIFFICULTY | TIME | MIDWAY GATE |
|--------------------|-----------------|------------|------|-------------|
| CHOCOLATE ISLAND 1 | FIELD | ★★ | 300 | YES |
| CHOCO-GHOST HOUSE | GHOST HOUSE | ★★ | 300 | NO |
| CHOCOLATE ISLAND 2 | OBSTACLE COURSE | ★★ | 300 | NO |
| CHOCOLATE ISLAND 3 | OBSTACLE COURSE | ★★★ | 300 | YES |
| CHOCOLATE FORTRESS | FORTRESS | ★★★★ | 300 | YES |
| CHOCOLATE ISLAND 4 | UNDERGROUND | ★★★★ | 300 | NO |
| CHOCOLATE ISLAND 5 | OBSTACLE COURSE | ★★ | 300 | YES |
| CHOCOLATE SECRET | UNDERGROUND | ★★★★ | 300 | YES |
| #6 WENDY'S CASTLE | CASTLE | ★★★★ | 300 | YES |

THE CHOCOLATE ISLAND UNDERGROUND

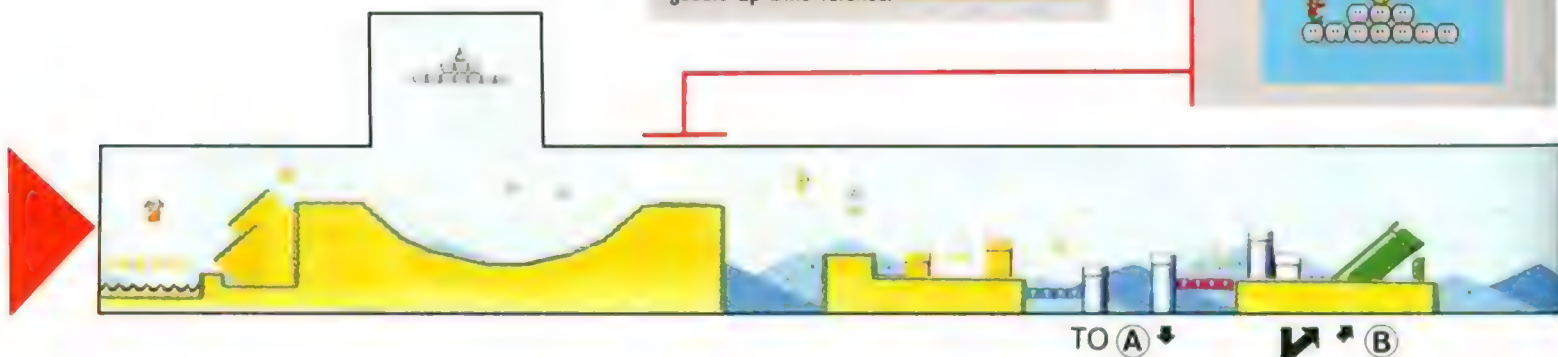


| STANDARD EXIT LEADS TO ... | SECRET EXIT LEADS TO ... | SAVE | 1-UPS | POWER-UPS | PAGES |
|----------------------------|--------------------------|------|-------|-----------|-----------|
| CHOCO-GHOST HOUSE | _____ | NO | _____ | 🕒 | p.120~121 |
| CHOCOLATE ISLAND 2 | _____ | YES | _____ | _____ | p.120~121 |
| CHOCOLATE ISLAND 3 | CHOCOLATE SECRET | NO | _____ | 🍄 | p.122~123 |
| CHOCOLATE ISLAND 3 | CHOCOLATE FORTRESS | NO | _____ | _____ | p.124~125 |
| CHOCOLATE ISLAND 4 | _____ | YES | _____ | _____ | p.124~125 |
| CHOCOLATE ISLAND 5 | _____ | NO | _____ | _____ | p.126~127 |
| WENDY'S CASTLE | _____ | NO | ★★★ | 🕒 🍄 | p.126~127 |
| WENDY'S CASTLE | _____ | NO | ★★ | _____ | p.128~129 |
| WINKEN GHOST SHIP | _____ | YES | _____ | _____ | p.130~131 |

CHOCOLATE ISLAND

CHOCOLATE ISLAND 1

You can make like a human cannonball in this dino-packed area by being shot out of two Pipe Cannons. It's the way to collect all five Dragon Coins.



DE-FLAME THE DINO

If you stomp Dino-Rhinos, they'll turn into the smaller, but more dangerous Dino-Torches. Spin Jump them instead, or let Yoshi stomp them, and you'll eliminate them altogether. Yoshi can also gobble up Dino-Torches.



MOON LAUNCH

Carry the Jumping Board from the left side of the Midway Gate to this area and use it to collect a 3-Up Moon high in the sky.



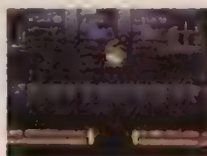
CHOCO-GHOST HOUSE

The Choco-Ghost House has two distinguishing features; moving holes and Boos that turn into Blocks. The holes can be negotiated if you keep an eye out for flying spooks while you're jumping. The Boos will help you with a boost near the end of the course.



WATCH THE HOLES

Holes in the floor move quickly back and forth. Study the patterns of the Eeries that fly above the holes, then jump when you have a chance to clear both of these tricky obstacles.



LOOK BEFORE YOU LEAP

Eeries come out several at a time and fly in a zig-zagging pattern. You may want to seek out a high perch while big groups of them pass by, then jump over the moving holes.



↓ TO A

DON'T DROP

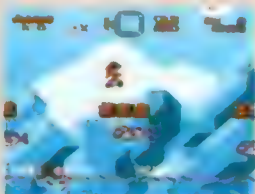
A hole sometimes slides by here. Make sure that you enter the doorway when there's solid ground under it.





BRIDGE THE GAP

If you carry a P Switch from above into this area and hit it after you've collected the 1-Up, the Coins will then turn into a Block bridge. Otherwise, you'll have to hitch a ride from the Dolphins over the urchin-filled water.

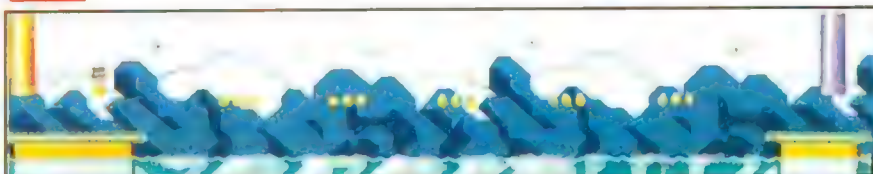


FIRE AWAY

Blast off through this first Pipe Cannon and you'll quickly approach the Midway Gate. If you don't use the Cannon to propel yourself forward, the Midway Gate will mysteriously disappear. The Dragon Coins also only show up when you've blasted through the Cannon.

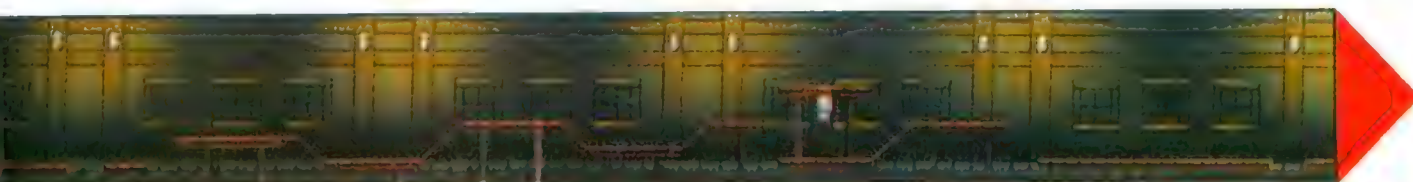


GOAL



→ TO B

↑ A



BOO-BLOCK BOOST

The Blocks in this area turn into Boos when you run. Lure them to the area under the ledge, then face them and use them for a boost when they freeze.



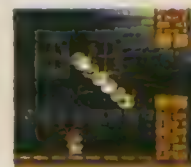
FLY BY FISHIN' BOO

A Fishin' Boo in the House dangles a ghostly flame at the end of its line. It'll chase you until you get to the door but, as long as you don't jump, you'll be just out of reach and it won't cause you any harm, making you the one that got away.



THE GHOUL GANG APPEARS

Several Boos in a chain fly by and bounce off the walls here. While they don't necessarily aim for you, you could get hit by this ghostly chain gang if you're not looking. Be careful and watch for ghosts.



TO THE GOAL

↑

A →



CHOCOLATE ISLAND

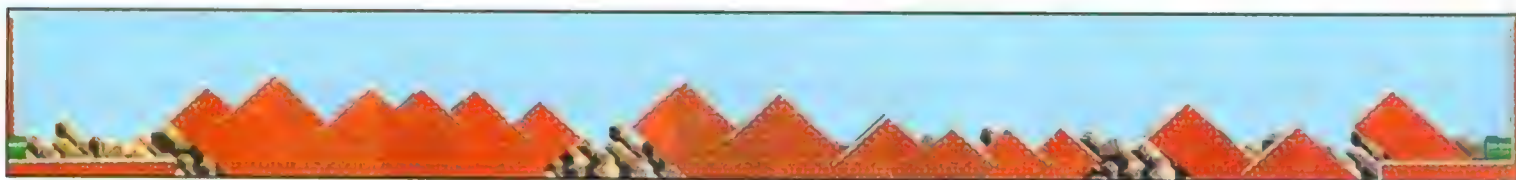
Chocolate Island 2 is made up of nine areas but you'll only see a few of them every time you run through the course. The conditions to enter each area are described above the maps. You'll find the Key in Area 3-A, which you can reach by completing the first two areas with at least 250 seconds remaining.

CHOCOLATE ISLAND 2

AREA 1



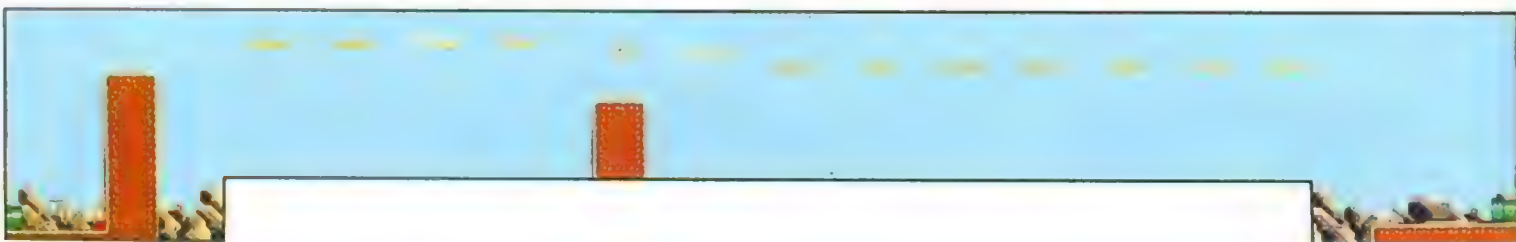
AREA 2-A COLLECT 0 TO 8 COINS IN AREA 1



AREA 2-B COLLECT 9 TO 20 COINS IN AREA 1



AREA 2-C COLLECT 11 OR MORE COINS IN AREA 1





AREA 3-A COMPLETE AREA 2 WITH 250 TO 300 ON THE TIMER



KEY TO A SHORTCUT

Out-charge the Chargin' Chucks and you'll reach the Secret Key, which could help you short-cut to the Castle.

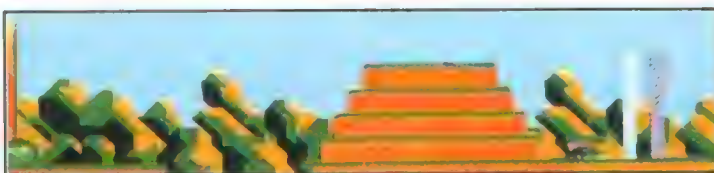
AREA 3-B COMPLETE AREA 2 WITH 235 TO 249 ON THE TIMER



AREA 3-C COMPLETE AREA 2 WITH 1 TO 234 ON THE TIMER

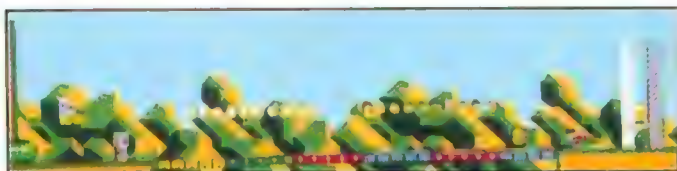


AREA 4-A ENTER WITH 0 TO 3 DRAGON COINS



GOAL

AREA 4-B ENTER WITH 4 DRAGON COINS

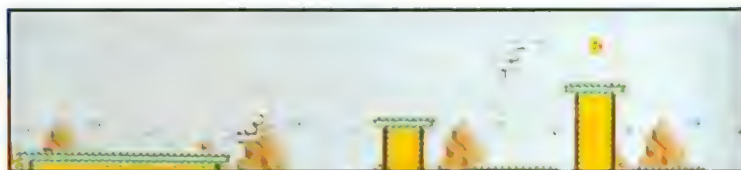


GOAL

CHOCOLATE ISLAND

CHOCOLATE ISLAND 3

The only way to complete this high-flying course and move on to the Chocolate Fortress is to find the second Exit Gate. The first Exit Gate leads to a path that circles back to the same course. Make your way to the big patch of ground near the end and, instead of climbing the Vine to the first Goal, fly to the second Goal and move on.



STAY LOW

If you're big, the Fuzzies on the Rotating Platform Hubs can cut you down to size. Stay centered as you ride the Platforms and kneel to avoid these creepy creatures.



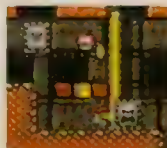
CHOCOLATE FORTRESS

Reznor's Chocolate Island hideout is loaded with Thwomps and Spikes. If you've hit the Red and Blue Switches, some of them will be covered by Blocks. Keep running and don't stop until you get to Reznor.



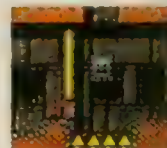
POP GOES THE 'SHROOM

If the Super Mushroom in the left Block slides right, try to pop it to the left so that you can collect it.



THWOMP STOMPS

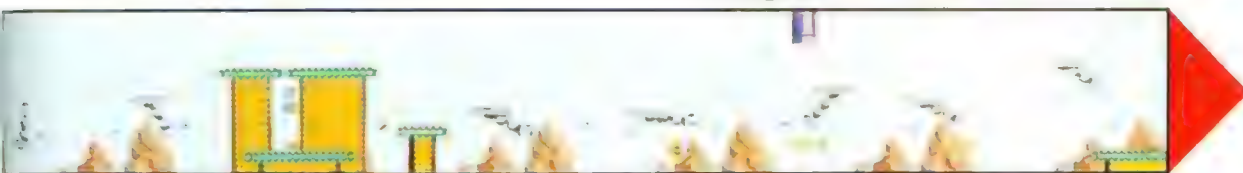
Stand on the right edge to trigger the Thwomp, then jump to clear the pit as the Thwomp resets.



(A) →

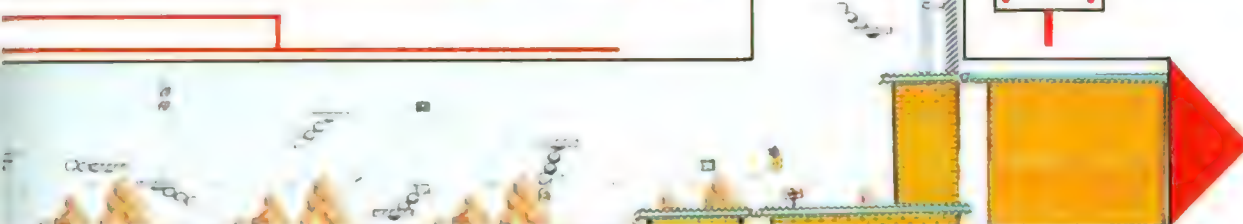
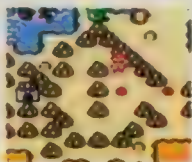


TO (A) ↑



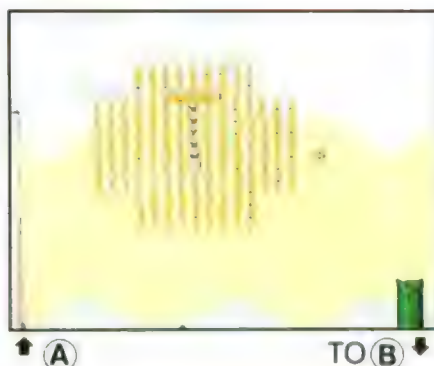
LOST IN THE LOOP

The first Goal leads only to a path that circles Chocolate Island 3. You'll do better by looking for an alternative Exit.



FLY AND ADVANCE

If you've been to the Green Switch Palace, you'll find a Green Block containing a Cape Feather near the end. Use it or Yoshi to fly to the second Goal.



↑ (A)

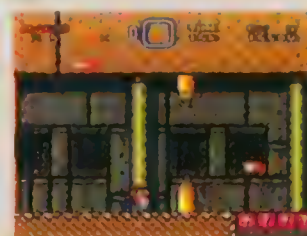
TO (B) ↓



TO (A)

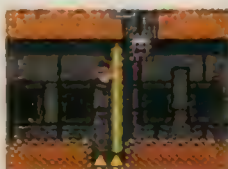
SHARP SITUATION

The Spikes in this area move up and down. The only way to pass them unharmed is to avoid them altogether. Watch them carefully, then jump when the time is right.



FAKE-OUT THWOMP

If the Thwomp senses your presence, it'll drop down sharply then slowly rise back to its starting position. You can fake it out by jumping toward it, backing off as it drops, then jumping again quickly.

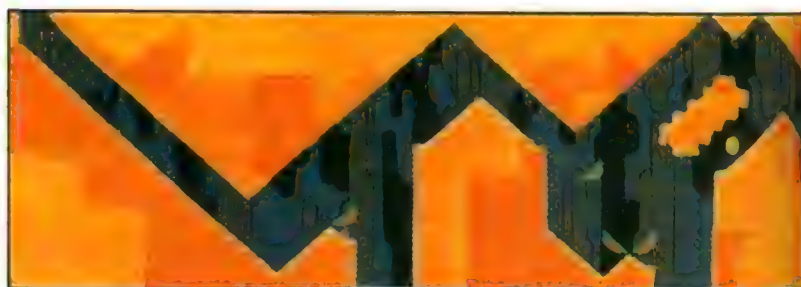


TO
REZNOR'S
ROOM

CHOCOLATE ISLAND

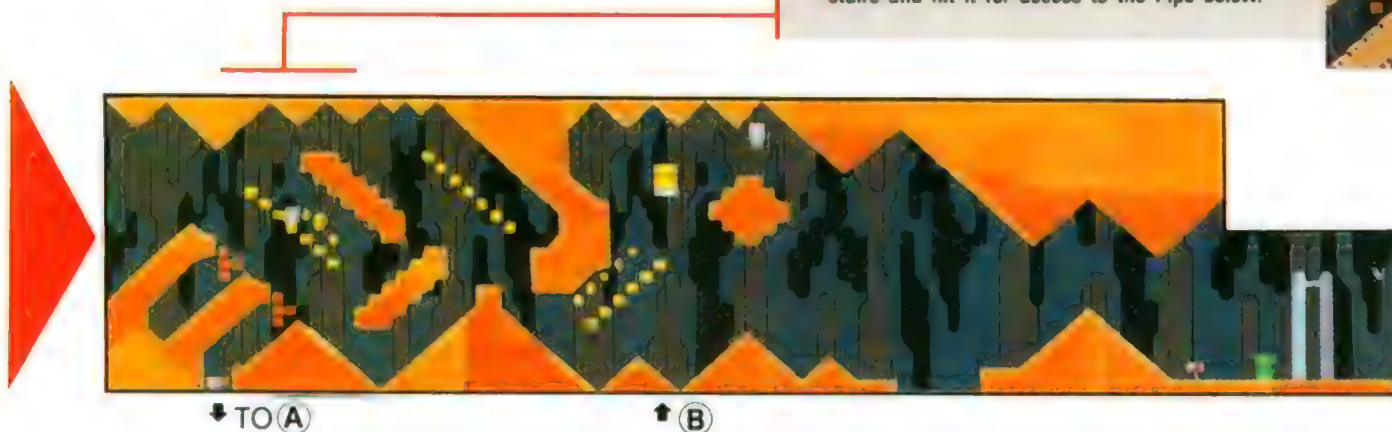
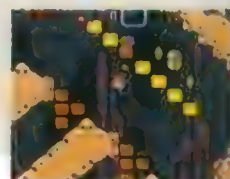
CHOCOLATE ISLAND 4

This course contains a long vertical passage with enough Coins, Power-Ups and 1-Ups to interest any adventurer. If you have a Cape, you can collect them all.



HIT THE SWITCH

Release a P Switch from the third Block in the stairs and hit it for access to the Pipe below.



↓ TO (A)

↑ (B)

GOAL

CHOCOLATE ISLAND 5

If you hit the P Switch near the beginning, the Blocks will turn into Coins and release several enemies. It's up to you to decide if the Coins and a few Power-Ups are worth dealing with the onslaught.



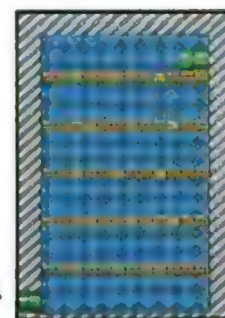
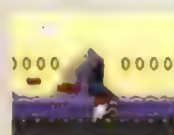
↓ TO (A)

TO SWITCH OR NOT TO SWITCH

Hit this P Switch (after you've carried it off the Block bridge) and you'll encounter both Coins and Spinys.

SWIM AND STOMP

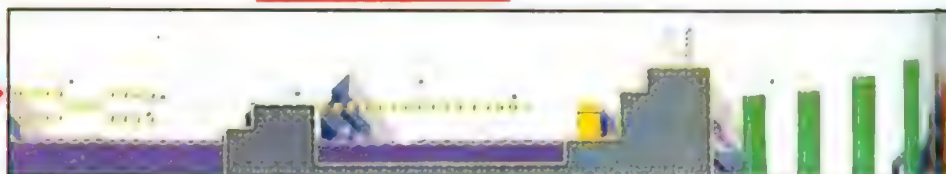
Hit the Shell on the shore into the water and use the P Switch from the beginning to help you swim as you stomp.



→ TO (C)

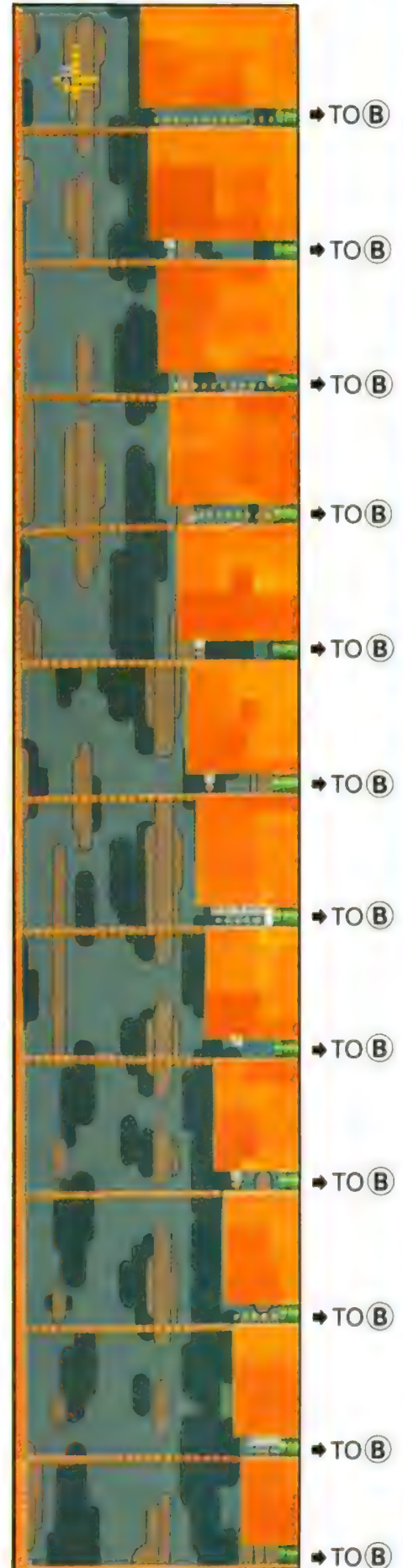
(A) →

← TO (C)



↑ (C)

↓ A



BLUE BLOCKS HELP

If you haven't hit the Blue Switch, you'll have to ride on the platforms to reach the 1-Ups.



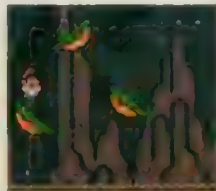
FALL AND FLY

Enter this chamber with a Cape, hit the P Switch and drop to the bottom. Then, when the Coins turn back into Blocks, fly to each level and collect the Power-Ups.

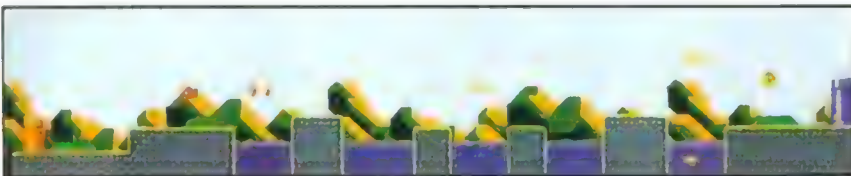


JUMP AT THE PEAK

The diagonal platforms that float over the lava stop for a few seconds when they reach their peak. That'll be your cue to jump.



↓ TO B



↑ B

TO C ↓

GOAL

CHOCOLATE ISLAND

Chargin' Chucks, Buzzy Beetles and Spike Tops rule the secret course that overlooks the Valley of Koopa. The Chargin' Chucks present a special challenge. As soon as you stomp them once, they put their heads down and attempt to plow you under. You can avoid their tackle by stomping them two more times or by going out for a long one.

CHOCOLATE SECRET

TO (A) ↑



SHELL SHOCK CHUCK

You can use the Buzzy Beetles and Chargin' Chucks in this area against each other to really clean up. Enter the area with a Cape and clear away all but one Buzzy Beetle. Then, when the Beetle is next to the wall, Spin into it repeatedly so that it pops straight up and hits the Chucks' footballs for points and 1-Ups.



(D) →



SLIDE TACKLE

Chargin' Chucks wait at the bottom of these shallow slopes. Press Down on the Control Pad to slide into them, then run back up and slide down again. It'll take three tackles to put them out of the game.



HOP AND RUN

Run with super speed and jump as quickly as you can across the slanted bluffs. If you use shallow hops, you'll spend less time in the air and have a better chance.



TO THE GOAL



TO (B) ↓

(A)

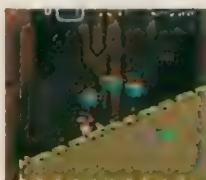
(B)



→ TO (C)

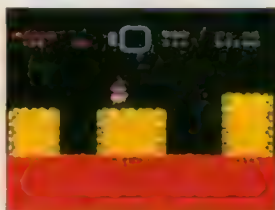
DOWNHILL SLALOM

The Buzzy Beetles in this back and forth downhill chamber don't stand a chance. Press Down on the Control Pad to slide down the hill and you'll easily clear the path. A few Buzzy Beetles may survive at the bottom. Stomp 'em or run.



TAKE A LEAP

As soon as you touch any of the big bluffs in the pool, they all slowly begin to sink into the lava. Jump directly to the second bluff from the beginning and you'll have a little more time to cross to the other side before you hit the lava line.



(C) →



TO (D)

CHOCOLATE ISLAND



#6 WENDY'S CASTLE

The massive Spikes in the first half of Wendy's Chocolate Island stronghold are so powerful that one direct hit will knock you out of commission even if you're big. The second half is equally challenging with its Hotheads and moving rocks.

START



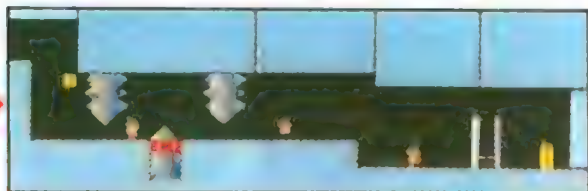
FOLLOW THE DOTTED LINE

Since the Grinders in this Castle follow a dotted line, it's easy to predict where they are. Now, you just have to deal with them when they get there. Spin Jump as the Grinders approach and you'll bounce off.



SPIN JUMP

The fiery mass, Li'l Sparky, is difficult to jump over as it crawls around this floating rock. You can withstand contact with it though, if you Spin Jump and aim for the top of the flame.



TO (A)

(A)



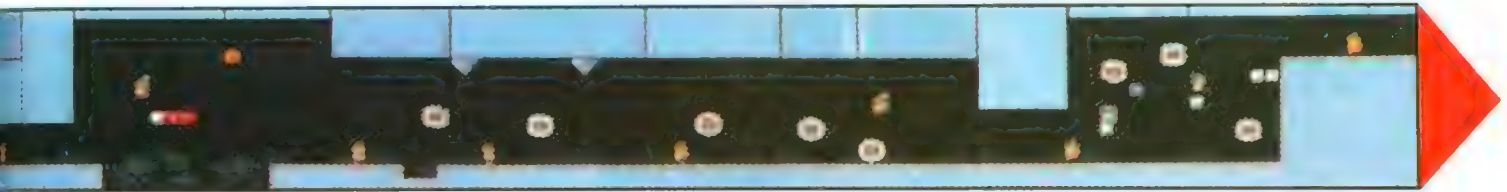
AN EVER-CHANGING WORLD

As you clear the paths and Castles of Dinosaur Land, you'll witness an evolution in the size and shape of the islands. Success in some courses will cause land masses to rise from the water and bridge gaps.



THE ADVENTURE BEGINS





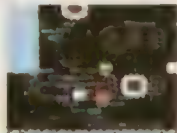
GET TO THE EDGE

The ceiling crashes down on regular intervals in this immediate area but, you can avoid being crushed by it if you quickly make your way to the right edge.



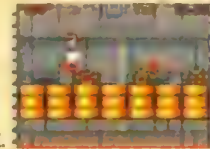
GO AROUND

Special items and extra lives are sparse in Wendy's hideaway. If you circle this single Block in a clockwise direction though, a 1-Up will mysteriously appear.



WILL THE REAL WENDY PLEASE STAND UP?

The illustrious Wendy O. Koopa makes her appearance with two Wendy stand-ins. You've got to single out and stomp the real Wendy three times, or the flames and decoys will send you reeling. The space between the second and third Pipes is a relatively safe spot.



TO WENDY'S CASTLE

DINOSAUR LAND EVOLVES



CHOCOLATE ISLAND

WALK THROUGH WALLS

When the ceiling is so low that, as Super Mario, you can't stand up, you may be able to overlap with the seemingly solid walls. As the ceiling comes down, Kneel and Spin Jump to break through.



Kneel and Spin Jump in the Valley of Bowser 2 passages and you may be able to break through the walls.

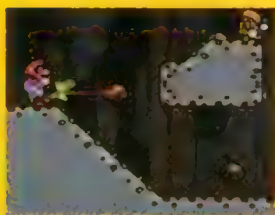
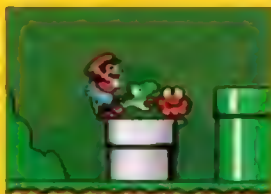
HE'LL EAT ANYTHING

Mario's new buddy, Yoshi, is an eating machine. He'll gobble up Power-Ups, projectiles and enemies of all sizes, even the larger-than-Yoshi Mega Moles.



When Monty Moles break out of the cliff-side, they kick up a lot of dirt. Yoshi grabs the Moles and gobbles them up, dirt and all.

A Pipe is no protection from Yoshi's long tongue. Even when Piranha Flowers retreat, Yoshi can still grab them through the Pipe.



Yoshi's gastronomic antics continue underground, where he can quickly grab and gobble the rocks that Chargin' Chucks dig up.

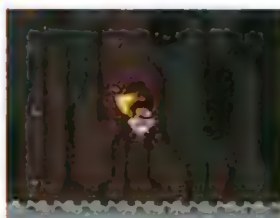


SUPER MARIOLOGY

FACTS ABOUT THE CAPE AND YOSHI

Mario's Cape and his dino pal, Yoshi, are the important additions to Mario's World and they can both help him reach new heights.

SLOW FLIGHT



As soon as you jump for a Caped Mario flight, press and hold only the B Button. You'll soar upward and float down, slowly covering twice as much territory as you would have if you held both the Y and B Buttons.

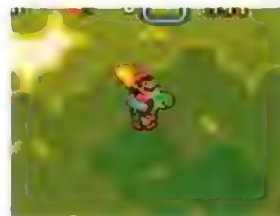
LONG JUMP



If you're carrying an item as Caped Mario, you can't actually fly, but you can jump for the unprecedented length of 82 Blocks. This giant leap technique is useful when you're carrying something over dangerous terrain.

FLY THE FRIENDLY DINO

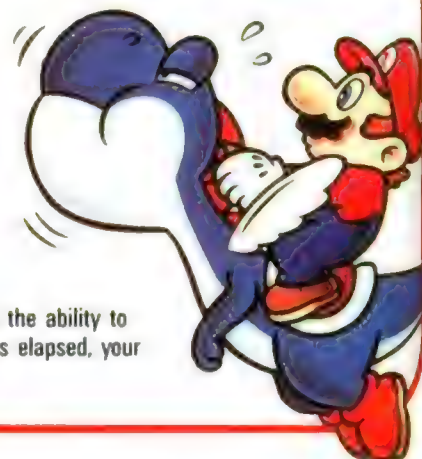
Unless he is Blue, Winged or is carrying a Blue Koopa Shell, Yoshi is not much of a flyer, but he can jump 82 Blocks when you give him a good running start, tying the length Mario's best solo jump.



SHELL POWER



The Shells of Blue Koopas give Yoshi the ability to fly for 18 seconds. After the time has elapsed, your hapless bud will drop like a rock.





VALLEY OF BOWSER

VALLEY OF BOWSER

KING KOOPA BATTENS DOWN THE HATCHES

The King of everything Koopa inhabits an underwater valley, nestled between the islands of Dinosaur Land. Once you retrieve the Crystal of the Sunken Ghost Ship, a huge Koopa head will rise from the water and invite you into the Valley. Many of the courses in this final leg are very challenging, but

you don't have to complete them all to reach Koopa's Castle. If you brave the dangers of the Valley Fortress, you can skip most of the Valley of Bowser courses and enter the Castle through the Back Door. This rear entrance skips the Castle obstacles and leads straight to the King's Hallway. You can also skip Valley courses by travelling on the Star Road.

LARRY



COURSE DATA

| COURSE | TYPE | DIFFICULTY | TIME | MIDWAY GATE | STANDARD EXIT LEADS TO |
|--------------------|-----------------|------------|------|-------------|------------------------|
| SUNKEN GHOST SHIP | UNDERWATER | ★★★ | 400 | NO | VALLEY OF BOWSER 1 |
| VALLEY OF BOWSER 1 | UNDERGROUND | ★★ | 400 | YES | VALLEY OF BOWSER 2 |
| VALLEY OF BOWSER 2 | UNDERGROUND | ★★★ | 400 | YES | VALLEY GHOST HOUSE |
| VALLEY GHOST HOUSE | GHOST HOUSE | ★★★ | 300 | NO | VALLEY OF BOWSER 3 |
| VALLEY OF BOWSER 3 | OBSTACLE COURSE | ★★★ | 300 | YES | VALLEY OF BOWSER 4 |
| VALLEY OF BOWSER 4 | UNDERGROUND | ★★★★ | 300 | YES | #7 LARRY'S CASTLE |
| VALLEY FORTRESS | FORTRESS | ★★★★ | 300 | NO | BACK DOOR |
| #7 LARRY'S CASTLE | CASTLE | ★★★ | 300 | YES | FRONT DOOR |
| BACK DOOR | CASTLE | ★★ | 400 | YES | END OF GAME |
| FRONT DOOR | CASTLE | ★★★ | 400 | NO | END OF GAME |



BOWSER

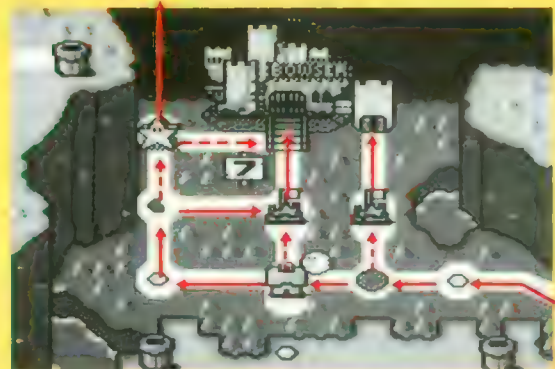


BOWSER'S HEAD

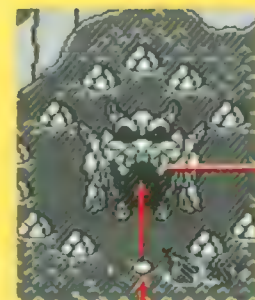


ROUTE GUIDE

TO STAR WORLD



| SECRET EXIT LEADS TO ... | SAVE | 1-UPS | POWER-UPS | PAGES |
|---------------------------|------|-------|-----------|-----------|
| _____ | YES | ★★ | 🍄 | p.136~137 |
| _____ | NO | _____ | _____ | p.138~139 |
| VALLEY FORTRESS | NO | _____ | _____ | p.138~139 |
| #7 LARRY'S CASTLE | YES | _____ | 🍄 | p.140~141 |
| _____ | NO | _____ | 🍄 | p.140~141 |
| STAR ROAD(5) & FRONT DOOR | NO | _____ | _____ | p.142~143 |
| _____ | YES | _____ | _____ | p.142~143 |
| _____ | YES | _____ | _____ | p.144~145 |
| _____ | NO | _____ | _____ | p.144 |
| _____ | NO | _____ | _____ | p.146~147 |



FROM CHOCOLATE ISLAND

VALLEY OF BOWSER

SUNKEN GHOST SHIP



↓ TO (A)

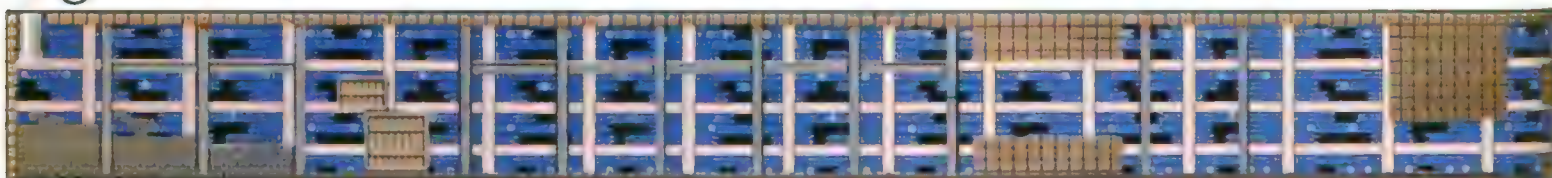
The sunken ship on the edge of the Valley of Bowser is the one haunted course that Yoshi will enter. Don't let that fool you, though. It's just as challenging to complete as any of the Ghost Houses. Once you find a magic Crystal deep in the ship's hull, a huge likeness of Bowser's head will emerge from the deep, allowing you entrance into the Valley of Bowser.

SWIM AND STOMP

Swim up against the bottom of the overhanging crate in this area as Super Mario and your feet will hit the oncoming Bullet Bills. They'll go down quickly for an increasing number of points and, eventually, 1-Ups.

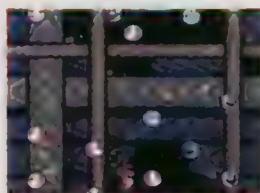


↓ (A)



SWIM STEADY

You can swim steadily through the Boos by holding Down and Right on the Control Pad and pressing the B Button repeatedly.



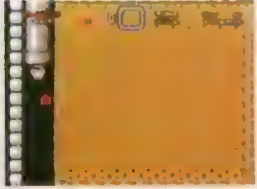
BOTTOM OUT

Ride Yoshi along the floor of this chamber as Small Mario and you will avoid the cloud of Boo Buddies above.



THE BIG DROP

Catch a Starman as you drop through this long vertical chamber and you'll easily defeat flying creatures.



↓ (B)



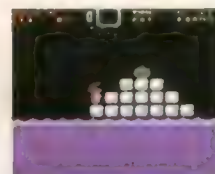
CATCH A STAR

Land on the platform and hit the Block while you're still invincible and another Starman will appear. Collect it, then continue to knock out approaching enemies as you drop to the bottom of the chamber.



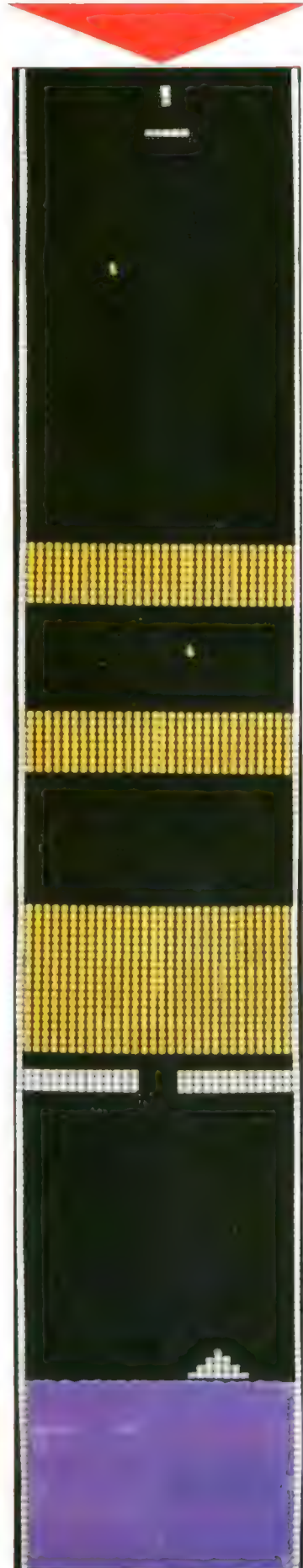
VEER RIGHT

As soon as you fall through the hole in the Blocks, move to the right and aim for the Platform below. If you land on the Platform, you'll avoid Mines that drop into the water and you'll be in the perfect position to collect the course-clearing Crystal.



TREAD WATER

Boos swim in circles near the end of this area. As you wait in the center of the circles for an opening, try to swim in one place as much as possible. You can accomplish this by holding Down on the Control Pad and by pressing the B Button once for every click of the Timer.

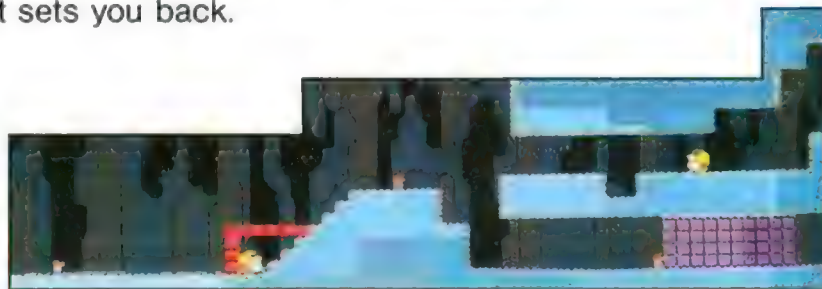


VALLEY OF BOWSER

The Chargin' Chucks here plow through Block walls. Try to jump out of the way. Also avoid the 1-Up chamber. It's hard to reach and it sets you back.

VALLEY OF BOWSER 1

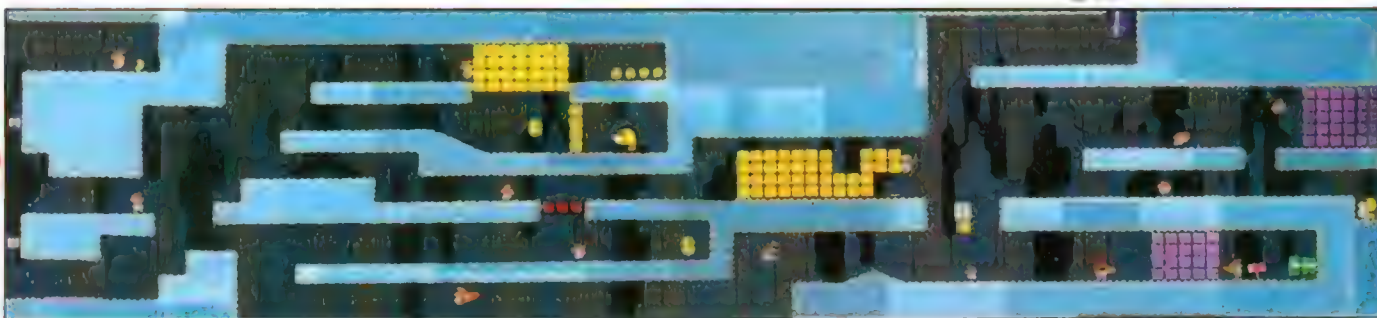
START



PICK UP PADS

The blue-tinted Blocks in this cavern can be used as an effective defense against the Chargin' Chucks. Pick up a Block and carry it with you as you run through the maze. Then, if a Chargin' Chuck ambushes you, run into him Block first and he'll be flattened.

TO A



VALLEY OF BOWSER 2

START



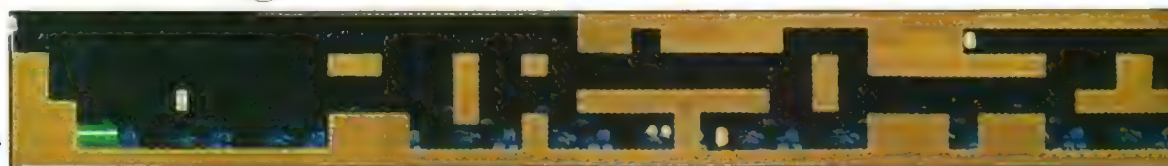
Huge sections of rock move up and down throughout this cavern, sometimes making for very close quarters. Watch the rock and react so that you don't get caught in a hero sandwich.

B



TO B

A

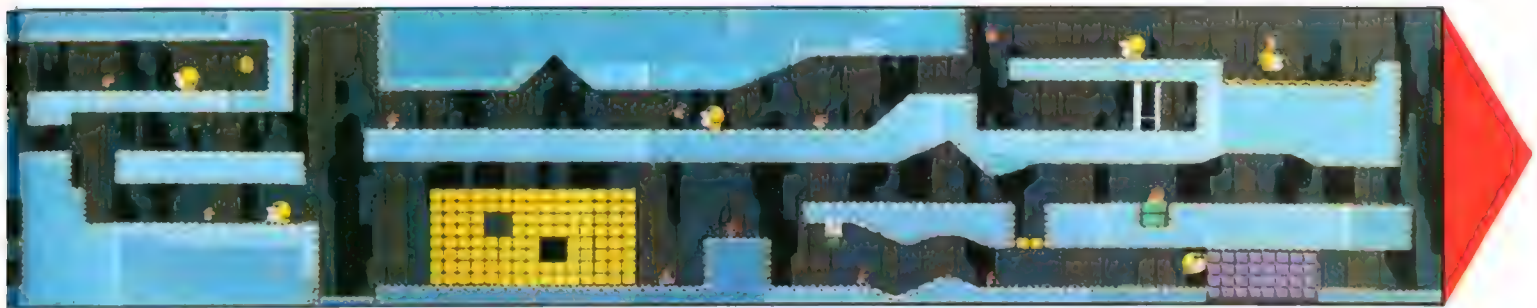


LEAP OUT OF THE PICTURE

The floor rises here. Run up and to the right until you're safe from being crushed. Then jump out of the screen and run to the left to collect the Key.



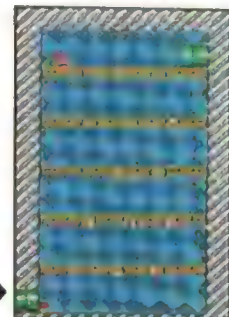
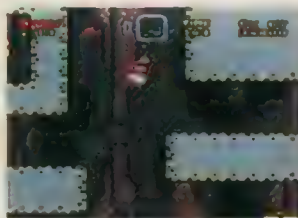
C



↑ (B)

SHOOT FOR THE MOON

Jump to the high road here and run to the right, along the path at the top of the cavern. When you reach the end of the road near the upper-right corner of the cavern, you'll find a valuable 3-Up Moon.



↑ TO (B)

(A) ↓

↓ TO (B)

TO THE GOAL



↑ TO (A)

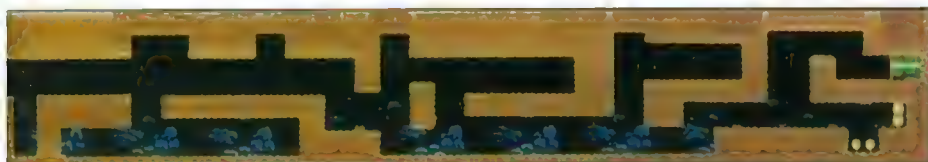
SPIN JUMP AND STOMP

If you stomp the Koopas in this area and let their Shells slide back and forth, you may get hit on the rebound. Smash these troublesome turtles with a Spin Jump instead and you'll be rid of them with one quick move.



RIDE THE WILD YOSHI

Let Yoshi grab his Wings near the beginning of the second area and you'll fly to this course-clearing area.



↑ TO (C)

LOOK FOR HOLES

As you make your way through the narrow passages, rock walls will move up and down throughout. Press and hold the Y Button to run with super speed and look for safe spots so that you won't be crushed by the walls.



GOAL

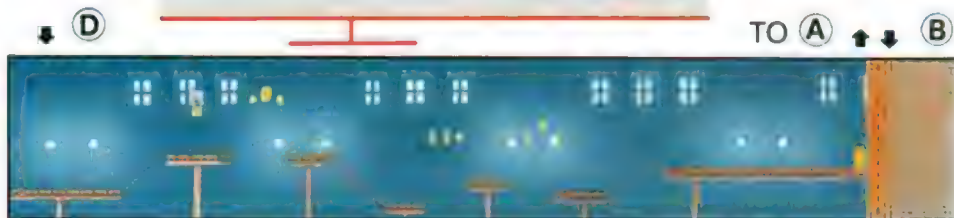
VALLEY OF BOWSER

SLIDE AND POP

Slide down the stairs to blast the Bubbles for 200 points a pop.



START



HIT THE SWITCH AND RUN

Hit the P Switch and run quickly to the right. If you don't stop to collect a falling Starman, you'll make it to the last door before the Blocks in front of it reappears.



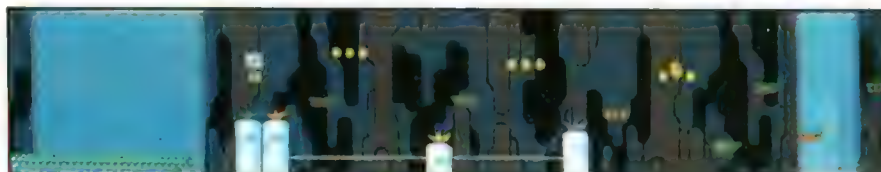
VALLEY GHOST HOUSE

This relatively spook-free Ghost House is a piece of cake if you're heading for the exit to Valley of Bowser 3. If you're out to collect the Key to Larry's Castle, though, you'll have to demonstrate some ingenuity in order to take it from its high perch.

VALLEY OF BOWSER 3

There's not a lot of ground in Valley of Bowser 3; just Count-Lifts, Koopas and Banzai Bills. You'll make it to the Goal if you successfully jump from Lift to Lift as the Timers count down, and hit the enemies from above while you're in the air.

START



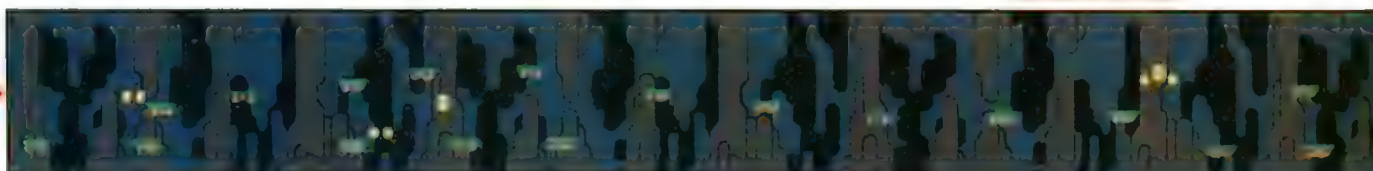
COUNT-LIFT COUNTDOWN

Count-Lifts have numbers on their side that count down as you ride on them. The longest lasting Count-Lift begins with the number four and the shortest lasting one begins with a one. If you ride them past zero, you'll go down with the Lift. Jump!



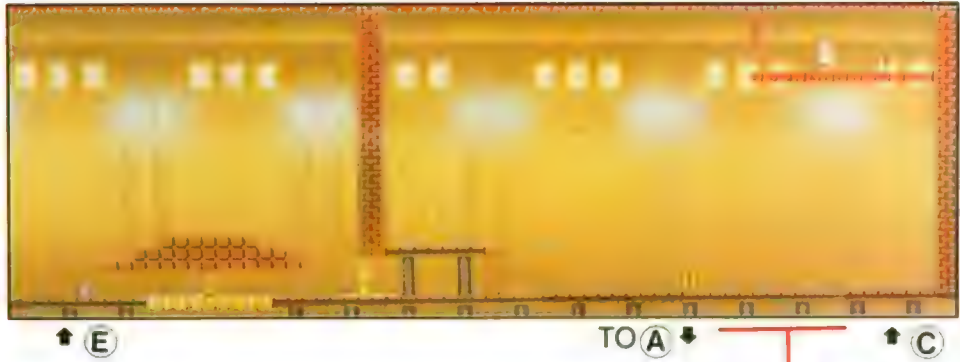
BOUNCE OFF BANZAI BILL

Banzai Bill blazes through here. Jump when you see him, bounce off his back and aim for the Count-Lift.



DRAGON COIN RUN AROUND

You can collect the Dragon Coin here if you hit the P Switch and cross a Block Bridge. Then, leave the area and work your way back around to this same section so that you can carry the P Switch to the next room and use it for Key collection.



TO THE GOAL

CONTROL BLOCK STEP UP

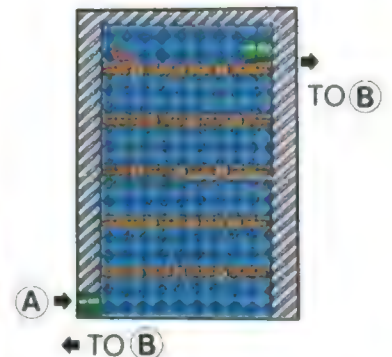
Punch the Control Block and manipulate its stream of Coins to form stairs to the Key. Then hit the P Switch, climb the Blocks and unlock the Castle.



↓ TO D ↓ TO C TO E ↓

JUMP UP TO THE 1-UP

Bounce off the back of the last Banzai Bill and land on a high Count-Lift. Jump to the right when the Count-Lift expires and collect the 1-Up.



GOAL

VALLEY OF BOWSER

CAPE PROTECTION

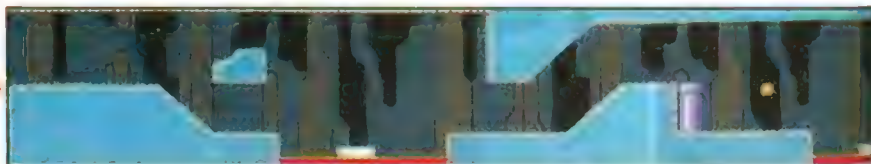
Shovel-carrying Chargin' Chucks toss Mario-stopping rocks here. Enter the course with a Cape and you'll be able to bat them away with a couple of quick Spins.



VALLEY OF BOWSER 4

The only way that you'll be able to collect the Star Road 5 Key in Valley of Bowser 4 is by riding Yoshi to the end of this cavern and using his long tongue to grab the Key through solid rock. You'll discover your dino pal in a Block at the top of the cavern. Lead him through the dangers ahead, then go for the Key.

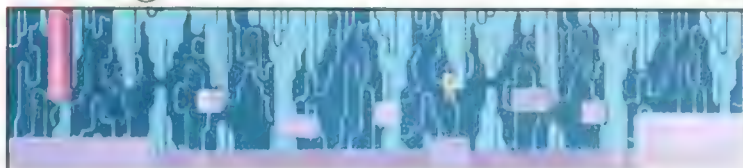
START



↑ (B)

↑ TO (B)

↓ (A)



VALLEY FORTRESS

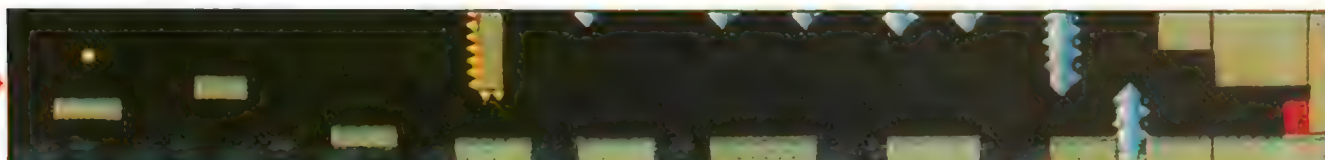
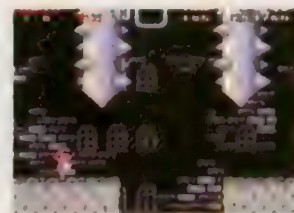
START



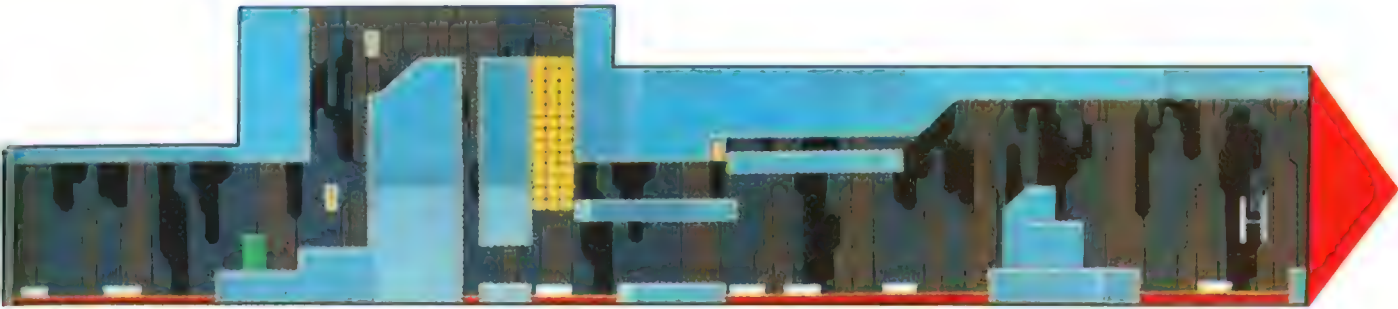
The Valley Fortress blocks the way to the Back Door with several sets of huge Spikes. The real challenge here is to pass the Spikes that drop down from the ceiling. At the same time, jump over pits of smaller Spikes and lava. And, as if that weren't enough, Reznor waits at the end.

MORE SPIKES, MORE SPEED

The Spikes drop with significantly more speed in this area. Let them drop, then as soon as they begin to rise, run and leap to the next safe spot. If you're pinned by the gigantic Spikes it'll be curtains for you even if you've been Powered-Up with a Super Mushroom, Fire Flower or Cape Feather.



TO
REZNOR
ROOM



↓ TO (A)

KICK OFF FROM KOOPA

The best way to get to the Platform on the right is by bouncing off the Koopa Paratroopa that flies above the lava.



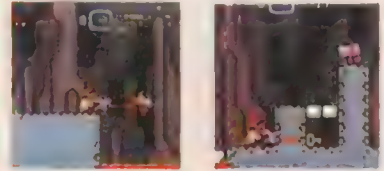
TIME OUT THE 1-UP

After you release the 1-Up from the Block, wait for about two seconds, then work your way around to catch it.



YOSHI'S KEY FEAST

The Key to Star Road 5 is locked behind a rock wall and only Yoshi has the power to grab it. If you're having a hard time getting Yoshi to this area, make sure that you've crossed the Midway Gate, then leave the course and return with a Blue Yoshi so that you can soar over the dangers of the second half.

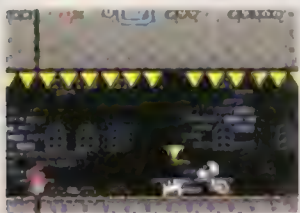


GOAL



LET THEM FALL

Some Spikes that line the ceiling here are loose. Press the R Button to scroll the screen to the right and the Spikes will fall before you approach.



WATCH FOR SPIKES

Jump with super speed as soon as the first Spike begins to lift.



THE LAST REZNOR

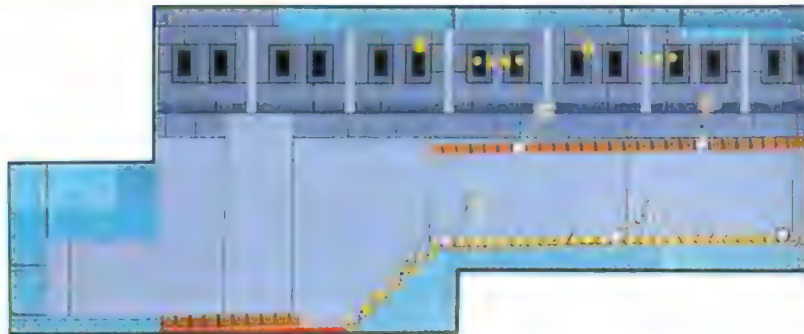
The Reznor in this final Fortress is a duplicate of all of the other Reznors that you have encountered. Knock these fire-spitting creatures into the lava below, avoid the lava yourself, and you'll be victorious.



VALLEY OF BOWSER

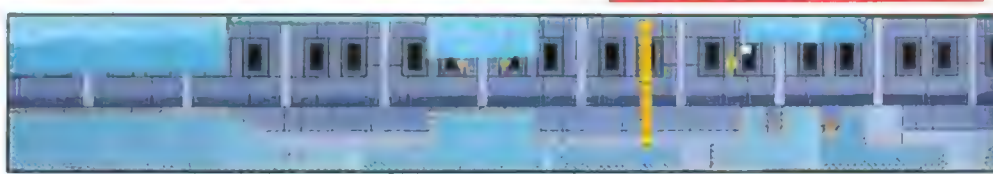
#7 LARRY'S CASTLE

Magikoopas, Ball 'N Chains and a snake-like series of Blocks will keep you extremely busy in your battle to reach Larry, the last Koopaling. Cross the Midway Gate in the Castle and you'll only have to clear the treacherous first half of this course once. Try to make it to the second half with a Cape and you'll be able to break through the Block Walls that stand between you and Larry's Chamber.



JUMP TO SAFETY
Run with super speed along the moving series of Blocks and jump to the Platform above. Then wait for the Blocks to come around to you and hitch a ride.

BREAK THE BLOCKS
If you're not wearing a Cape, Magikoopas will break through the Block Walls for you. Make sure that you duck when their spells get close.



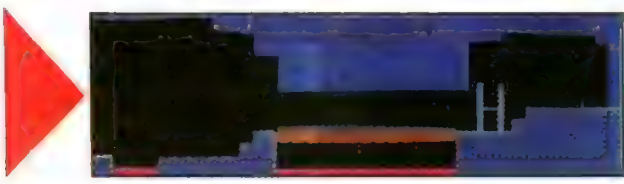
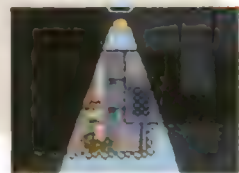
BACK DOOR

This shortcut to the King of the Koopas leads to the same hallway that you'll find by winding through the obstacles of the Front Door course. When you enter through the Back Door though, you'll find there'll be a Midway Gate that would otherwise be missing.



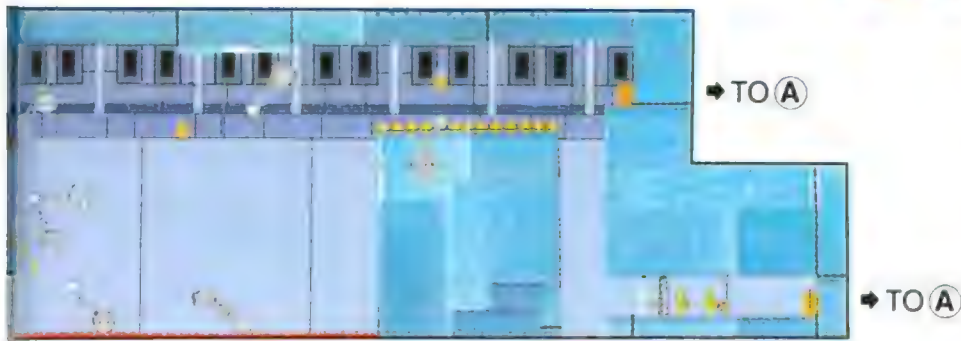
SHOWTIME
Hit the spotlight for theatrical flair as you dash to the door.

MECHA KOOPA CRUNCH
Spin Jump the Mecha Koopas and you'll make sure that they don't re-wind.



TO BOWSER'S ROOM





WAIT HERE

Stop on the top Block in this section, then wait for the series of Blocks to snake back around to you and jump.



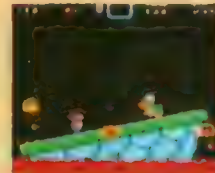
GET DOWN

Ride the Blocks to the ground level of the Castle. You'll break the Midway Gate and get a Super Mushroom.



SINK LARRY KOOPA

Like his brother Iggy, Larry hides out on an island in the middle of a lava pool. Larry's island is equipped with a set of three Fireballs that pop out of the muck and protect him from trespassers. Avoid them by running to the left and right, then stomp Larry when the island tilts to his side and knock him over the edge.

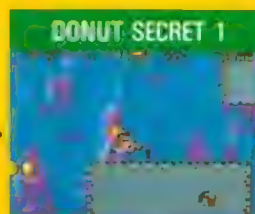


TO
LARRY'S
ROOM

THE SHORTEST ROUTE TO KING KOOPA

The shortest route from Yoshi's House to Bowser consists of 12 courses. It includes only one of the Koopalings' Castles. Of course, once you knock some sense into Bowser, all of his evil Koopalings will surrender.

START



VALLEY OF BOWSER



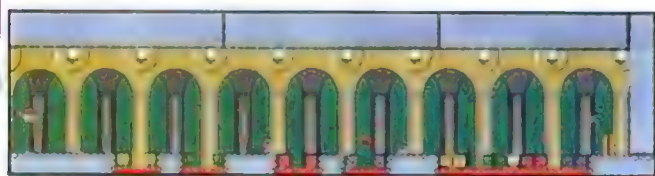
FRONT DOOR

There are eight obstacle-filled areas in Bowser's Front Door course, though you only have to clear one of the first four areas and one of the second four areas in order to make it to your bout with the King. You'll probably find that Areas 2 and 5 are the quickest and easiest to clear. Some of the other areas include Power-Ups and 1-Ups so, they may also be worth checking out.



1

A →

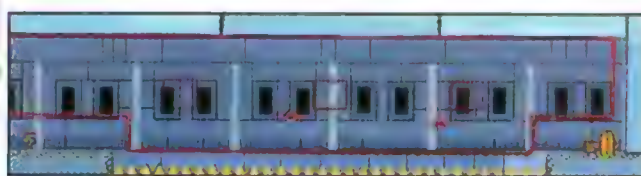


FLAMES AND PILLARS

While the map of this area makes it look easy, dropping Pillars and jumping flames make for a dangerous course.

2

B →

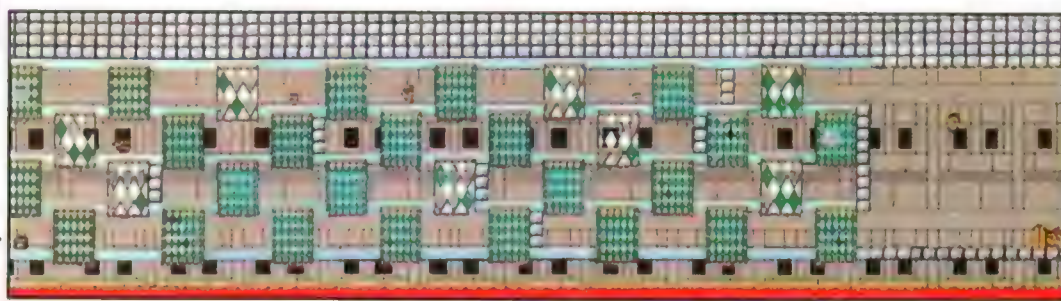


CLIMB OVER SPIKES

If you stomp all of the Koopas on their side of the fence in this area, you can earn a ton of points and a 1-Up.

3

C →



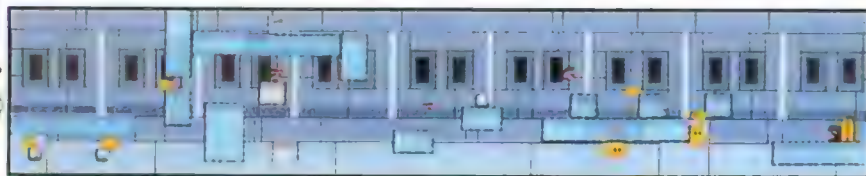
→ TO E

MECHA KOOPA MAZE

Bowser's wind-up Mecha Koopas heavily populate this four-floor maze over a pool of lava. If you stomp and carry one Mecha Koopa, you can run into another one and blast 'em both at the same time.

4

D →



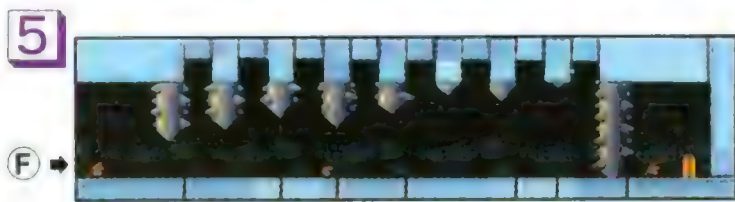
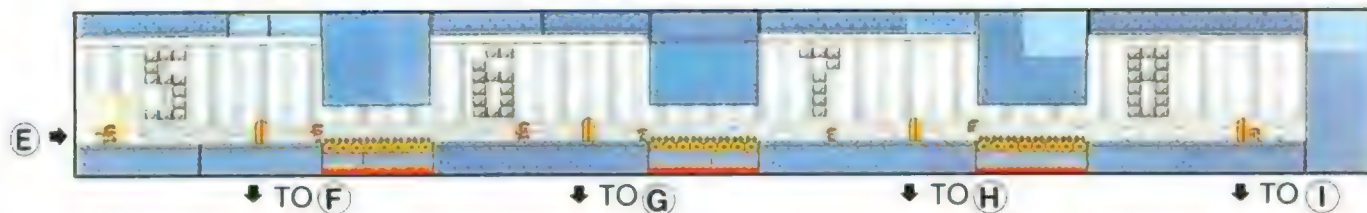
→ TO E

MOVING MASSES

Huge sections of rock float through this area. Jump from section to section and, when you encounter the Hotheads and Sparkies that circle the rocks, Spin Jump and bounce off of them.

J →





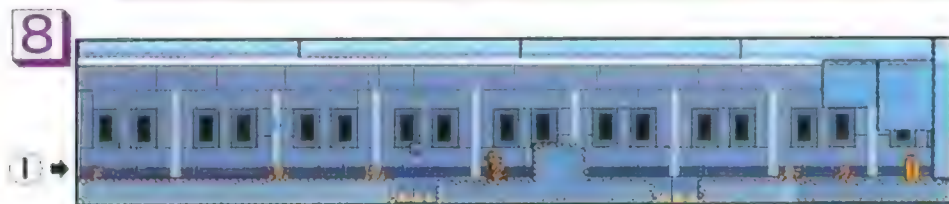
RUN MARIO! RUN!

Nine Spikes and eight Thwomps drop down here one after the other here. Run with super speed and you'll just miss them.



FIRE SPITTING STATUES

Leap over the flames that blast out of the Bowser-like statues here and keep an eye open for the Miniature Bowsers that hop across the floor.



CHARGIN' CHUCK ATTACK

Football freaks attack as a squad in Area 8. Stomp them if you can, then run when they're stunned.



WORLD OF WATER

Beware of the Ball 'N Chains and moving Spikes as you swim to the top of this water-filled chamber.



TO
BOWSER'S
ROOM

HIT THE LIGHT

King Koopa's Hall is very dark. Pop the Block at the bottom of the first stairway and you'll switch on a spotlight that follows you as you clear the pit of lava. Stomp the Mecha-Koopas and Mini-Ninjas and make your way to the door.

MEET THE KING



The mysterious monster of Koopadom buzzes into the last chamber of his last Castle in the diabolical Koopa Clown Car. This clown is more menace than mirth. It houses the King's supply of killer Bowling Balls and mean Mecha Koopas. You can bounce off the sides of the Car but, steer clear of the propeller or you'll get hit.



THE FIRST ATTACK

When the King enters his chamber, he'll fly back and forth in a low arc, stopping occasionally to toss out a pair of Mecha Koopas. The only way to fight back is to stun the Mecha Koopas with a stomp and toss them up to the King while they're temporarily out of commission. After you hit him twice, the King will fly away to reload. There's no rest for the weary hero, though. As soon as the King leaves, a shower of Flames will drop into the chamber. Jump out of their way and get ready for the next attack.



THE SECOND ATTACK

When the Clown Car returns, Princess Toadstool will pop out and give you a Super Mushroom. Take it and get ready for Bowser's Bowling Balls. He'll toss out two of these big rollers, then a pair of Mecha Koopas. Use the Koopas to hit him back.



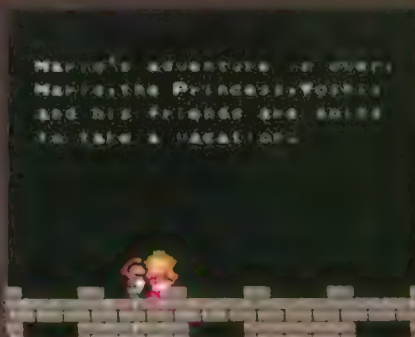
THE THIRD ATTACK

Bowser goes for an up-close and personal approach this time by bouncing across the chamber floor in his Clown Car. He still hasn't learned his lesson with the Mecha Koopas, though. Stomp 'em and toss 'em!



DINOSAUR LAND IS SAVED!

Once you send the evil King spinning out of control, you can celebrate a happy ending with the princess, Yoshi and Yoshi's cousins at Yoshi's House. Good work!





STAR WORLD



You'll find the first Star Road in the Donut Plains.

WARP TO STAR WORLD AND SEARCH FOR SECRET EXITS

Star World connects five sections of Dinosaur Land. If you discover all of the Star Roads and manage to find the Keys in the Star World courses, you'll be able to shortcut from one end of the land to another. As you make your way through each course, you'll discover a youthful cousin of Yoshi. Carry them like you carry an item, then feed them five enemies and they'll grow to normal size.

Search the courses for Keys to connect the Star Roads.



Let Yoshi's cousins gobble up five enemies and grow.



Yoshi's Red, Yellow and Blue cousins each demonstrate special powers.



COURSE DATA

| COURSE | TYPE | DIFFICULTY | TIME | MIDWAY GAT |
|--------------|-----------------|------------|------|------------|
| STAR WORLD 1 | UNDERGROUND | ★★ | 300 | NO |
| STAR WORLD 2 | UNDERWATER | ★★★ | 300 | NO |
| STAR WORLD 3 | FIELD | ★★ | 200 | NO |
| STAR WORLD 4 | OBSTACLE COURSE | ★★★ | 300 | NO |
| STAR WORLD 5 | OBSTACLE COURSE | ★★★ | 300 | NO |

STAR WORLD



ROUTE GUIDE



| WARD EXIT LEADS TO ... | SECRET EXIT LEADS TO ... | SAVE | 1-UPS | POWER-UPS | PAGES |
|------------------------|--------------------------|------|-------|-----------|-----------|
| STAR ROAD (1) | STAR ROAD (2) | NO | ★ | (BLUE) | p.152 |
| STAR ROAD (2) | STAR ROAD (3) | NO | ★ | (YELLOW) | p.153 |
| STAR ROAD (3) | STAR ROAD (4) | NO | ★ | (RED) | p.154~155 |
| STAR ROAD (4) | STAR ROAD (5) | NO | — | — | p.154~155 |
| STAR ROAD (1) | STAR ROAD (6) | NO | — | — | p.154~155 |

STAR WORLD

START



STAR WORLD 1

Huge sections of this vertical course are filled with solid Blocks. The only way that you'll be able to break through the Blocks is by Spin Jumping as Super, Fiery or Caped Mario. Grab the Super Mushroom at the top of the chamber and start spinning. If you have Yoshi along with you, Spin Jump off his back and land on it again to send both you and your dinosaur buddy through the Blocks. Stay on the right through the second set of Blocks and you'll find the Key.

STAY INVINCIBLE

Grab both of the Starmen that are stowed away in this mid-course series of Blocks and you'll be able to blaze through the rest of the course invincibly.



YOSHI GROWS UP

You'll find Yoshi's young red cousin in the zig-zagging passage near the bottom of the chamber. Pick him up and let him eat five enemies so that he grows to the size of his green relation. Then hop on and ride Red Yoshi to the end of the course.



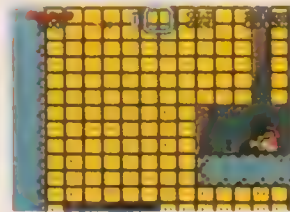
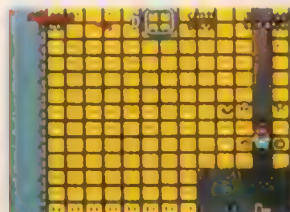
BIG MARIO BREAKS BLOCKS

If you're Small Mario, the solid Block walls of the course will stop you cold. Collect the Super Mushroom at the beginning, then Spin Jump through the walls.



TAKE THE KEY

Since most standard Exits in Star World courses don't break new ground, it's important to search for hidden Keys. The Key in Star World 1 is on the far right side of the second big Block formation. Take it and take off!



TO THE GOAL

STAR WORLD 2

The swift-swimming Rip Van Fish will have a hard time catching up with you if you carry Yoshi's blue cousin through the murk of Star World 2. Avoid feeding the baby dino or he'll grow to his larger, slower-swimming form.



SWIM WITH YOSHI

You can swim with super speed while carrying the Blue Yoshi that hatches here. If he eats five enemies or a Starman, though, he'll grow up and slow down.

ANOTHER STARMAN

Collect the Starman at the beginning of the course and swim invincibly to this Block. If you're still Starman-powered, the Block will produce another Starman.



TO THE
GOAL

GO UNDER

Swim under the Exit Pipe and make your way through this narrow passage to the hidden Key and Keyhole.

STAR WORLD 3

While the Exit Gate is in plain sight, just to the right of the starting point of this small course, the only way that you'll be able to advance is by flying to the Key and Keyhole.



GOAL

FLY AIR LAKITU

Hit the Gray P Switch as soon as you enter this one-room world and the hovering Lakitu will drop only Gray Coins for several seconds instead of his traditional Spinies. With that danger out of the way, toss a Block straight up at the Lakitu and knock him out of his cloud while he's floating close to the stairs, then hop into the cloud and float to the Key.



STAR WORLD



STAR WORLD 4

Koopas of all kinds populate this high-in-the-sky course. Grab Yoshi's red cousin at the very beginning of the course and have him eat five Koopas in a hurry. Then, when he's full grown, feed him Blue Koopas for flight and take to the air. Also, make sure that you've hit the Green and Red Switches in their respective Palaces, and getting to the hidden Key will be a cinch.

START



GRAB RED YOSHI

Red Yoshi hatches as soon as you enter the course. Grab him and let him quickly eat five Koopas. Then get moving!



EAT BLUE KOOPA

Yoshi should be full grown by the time you get to this spot. Let him take in one of the two Blue Koopas in the area and you'll be able to fly out of enemy reach.



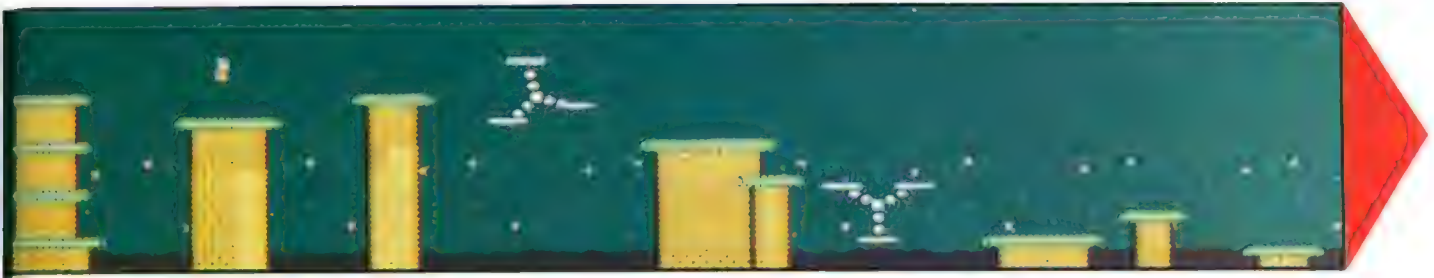
STAR WORLD 5

The most challenging Star World course is long on air and short on ground. Switch Palace Blocks are key here.

START

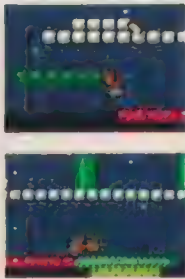


GOAL



TAKE A CAPE

You'll have to hit the yellow Block in this area from the side in order to release the Key. Grab a shell from above and toss it into the Block or use your Cape. If you've hit the Green and Red Switches, you'll be able to grab a Cape Feather by standing on a Red Block and hitting a Green Block.



FLY HIGH WITH YOSHI

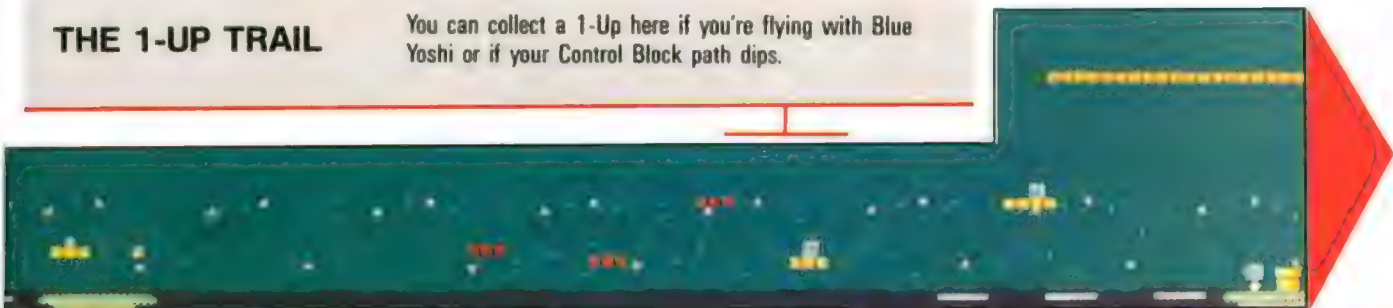
If you haven't hit the Green and Red Switches, you're only chance to get the Key is to have Yoshi eat a Blue Koopa here and fly straight to the Key before he has a chance to swallow. Then hop off Yoshi and release the Key with your Cape.



GOAL

THE 1-UP TRAIL

You can collect a 1-Up here if you're flying with Blue Yoshi or if your Control Block path dips.



CLEAR THE GOAL

There's no need to cross most Star World Goals. If you cross the Goal in Star World 5, though, you'll open up a path between Star World 1 and Star World 5.

CONTROL BLOCK PATH

Punch the Control Block here and have the stream of Coins flow to the right immediately. Then wait for the Control Block music to end, hit a P Switch to turn the Coins into Blocks and run along the new path until you get to the Vine.



Y ASK WHY?

Your coolest new additions in this adventure, the Cape and Yoshi, allow you to perform special tricks. While you're flying with the Cape and holding the Y Button, you can fly very quickly and for long distances. If you have Yoshi along, you can Spin Jump onto his back and break Blocks.



In Forest of Illusion 1, it'll pay to fly while holding the Y Button so that you can stomp many Wigglers and earn points.

Spin Jump and land on Yoshi's back to blast through Blocks from above with your dinosaur pal.



A DIZZYING MANEUVER

While it's impossible to start a Spin Jump while you're holding an item, you can grab something while you're spinning through a series of Blocks and holding the Y Button.



In Star World 1, grab the baby Yoshi while you're Spinning and he'll eat enemies to the left and right.

SPIN AND SLIDE

You can really move when you're spinning through a pile of Blocks with the Cape. Slide to the left and right while you're in mid-spin and you'll tornado through the Blocks so quickly that your character may temporarily disappear off the edge of the screen.



Move to the left and right while Mario spins.



SUPER MARIOLOGY

MARIO'S WORLD RECORDS

Keep an eye open for these interesting events in Mario's world.

SMALLEST ENEMY

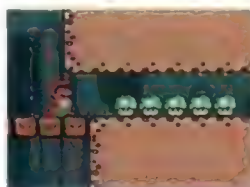
The most minuscule meanies that you'll come across in any Super Mario adventure are Super Mario Bros. 3's Micro Goombas, Baby Bloopers and Baby Cheeps, measuring only eight pixels by eight pixels. That's small! Don't let the little packages fool you, though. These creatures pack as powerful a punch as creeps that are ten times their size. Try to collect a Starman when



you're about to encounter groups of these enemies and run through them invincibly.

MOST 1-UPS

While there are plenty of courses in Super Mario World where you can earn dozens of 1-Ups, 1-Up Mushrooms are relatively rare. You will, however, find 12 of these extra-life-giving items in Chocolate Island 4, most of which are in a long vertical chamber. Enter the course wearing a Cape and you'll be able to fly through the chamber, collecting all of the 1-Ups.

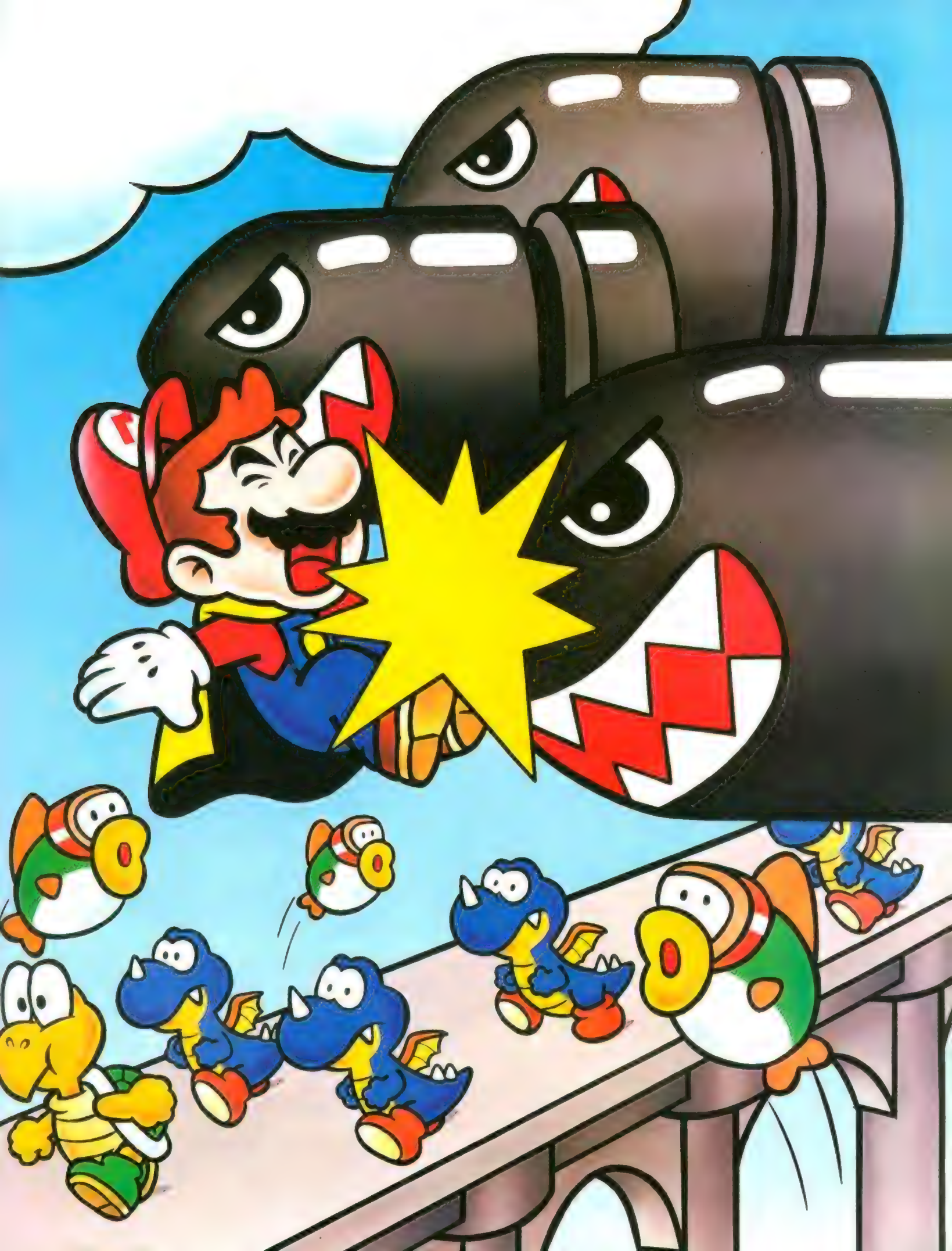


You'll also be able to find all of the Dragon Coins and earn an additional 1-Up.

MOST COINS

While most multiple Coin Blocks in Super Mario Bros. and Super Mario Bros. 3 produce a maximum of 10 Coins, there are Blocks in Super Mario World that can be punched repeatedly for upwards of 20 Coins. The record goes to a Coin Block in the Tubular course of the Special World. As Balloon Mario, you can work up close to the Block and earn as many as 32 Coins. Of course, if you spend your Balloon Mario time collecting Coins, you may not clear the course.





SPECIAL WORLD



You'll find the same stage that you've seen in the opening demonstration somewhere in Special World.

FOR MARIO MANIACS ONLY

When you find the hidden Key in Star World 5, you'll be sent to the very difficult eight course area known as Special World. There's no need to enter Special World if your goal is simply to defeat King Koopa and restore peace to Dinosaur Land. This detour is



meant purely for Super Mario World players who are looking for a real challenge. If you complete all of the courses of Special World, you'll return to Yoshi's House and the land will undergo an incredible transformation.

SPECIAL WORLD



COURSE DATA

| COURSE | TYPE | DIFFICULTY | TIME | MIDWAY GATE | STANDARD EXIT LEADS TO |
|------------|------------------|------------|------|-------------|------------------------|
| GNARLY | OBSTACLE COURSE | ★★★ | 300 | NO | TUBULAR |
| TUBULAR | OBSTACLE COURSE | ★★★★★ | 300 | NO | WAY COOL |
| WAY COOL | OBSTACLE COURSE | ★★★ | 300 | NO | AWESOME |
| AWESOME | FIELD(ICE) | ★★★★★ | 300 | NO | GROOVY |
| GROOVY | FIELD | ★★★ | 300 | NO | MONDO |
| MONDO | FIELD/UNDERWATER | ★★★★★ | 300 | NO | OUTRAGEOUS |
| OUTRAGEOUS | FIELD | ★★★★★ | 300 | NO | FUNKY |
| FUNKY | FIELD | ★★★ | 200 | NO | STAR ROAD (7) |

ROUTE GUIDE

TO YOSHI'S HOUSE
FROM STAR WORLD



WELCOME TO PLANET MARIO!

If you complete the Funky course, you'll gain entrance to Star Road 7 which leads to Yoshi's House in a very different Dinosaur Land. The season changes from Spring to Fall and many of the enemies take on the likeness of Mario!



Autumn falls on Dinosaur Land beyond Star Road 6.



There are no Koopas here! Just Mario drones!



| SECRET EXIT LEADS TO ... | SAVE | 1-UPS | POWER-UPS | PAGES |
|--------------------------|------|-------|-----------|-----------|
| | NO | _____ | _____ | p.160~161 |
| | YES | _____ | _____ | p.160~161 |
| | NO | _____ | _____ | p.162~163 |
| | YES | ★ | _____ | p.162~163 |
| | NO | ★ | 69 | p.164~165 |
| | YES | _____ | _____ | p.164~165 |
| | NO | _____ | _____ | p.166~167 |
| | YES | _____ | _____ | p.166~167 |

SPECIAL WORLD



GNARLY

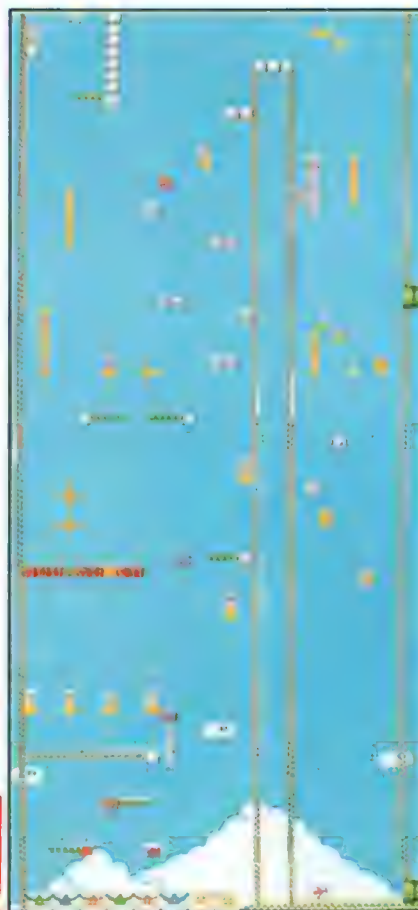
The first section of this only slightly challenging entry course to Special World is distinguished by a huge barrier that extends almost to the top of the area. There are several ways to get over the barrier, some of which are more difficult than others.

EAT A SHELL AND FLY

Take Yoshi along with you into the course and have him eat the Blue Koopa on the other side of the barrier. Then, simply fly up and over!



START



TO B

DROP FOR A 1-UP

Drop between the barrier and Music Blocks here and you'll trigger a 1-Up. If you're floating with the Cape or Yoshi, you'll collect it.



A PLATFORM POPS OUT

A Block appears just below this Pipe for a few seconds after a P Switch has been hit. The only way that you'll have time to take advantage of the Block and enter the Pipe is by hitting a P Switch at the top of the barrier and then dropping down quickly. You can scale the area on the other side with a P Switch if you know how to climb a Vine while carrying an item. Just toss the item straight up, hold the Y Button and go!



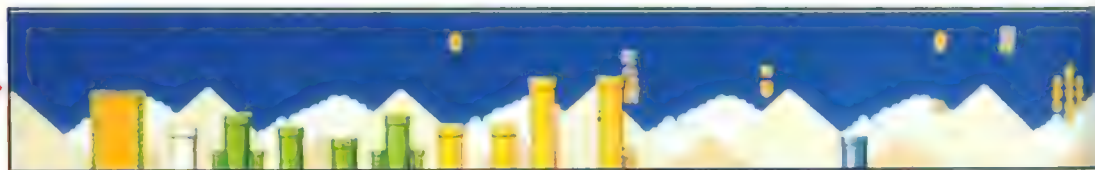
TO A



TUBULAR

This mostly wide open course is one of the most difficult areas that you'll face in Super Mario World. Success depends on your ability to maneuver as Balloon Mario and to avoid the troublesome Chargin' Chucks.

START



INFLATABLE MARIO



Pop this Block to release a P Balloon. Then fly away as Balloon Mario and search for more P Balloons before your air supply runs out.

THE WILD BLUE YOSHI



Ride Blue Yoshi to this area, then pop the Block that releases the P Balloon and wait for a few seconds for a Koopa to drop. Have Yoshi gobble it up and fly away!

SHAKE UP THE 1-UPS

If you didn't go below the surface to collect the buried 1-Ups, you can shake them out of the ground with a thud. Fly up with the Cape, then drop straight down and hit the ground. The 1-Ups will rise.



GOAL

THREE TIMES THREE

If you've figured out how to go through the mid-air pipe in the first area, you'll come up through the underground here. Run to the left to collect three Dragon Coins. Then run to the right and uncover three hidden 1-Ups!



HIT THE SWITCH AND RUN

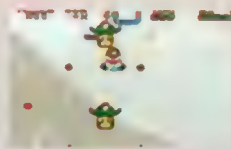
Hit the Gray P Switch and one of the regular P Switches on the left side of this gap to create a Block Bridge. Then carry the other P Switch with you and hit it if time runs out on the first P Switch and you haven't yet crossed the gap.



GOAL

STAY CENTERED

Fly between the two fire-spitting plants in this section of the course. You'll avoid deadly enemies in the air and collect the Dragon Coin.



AVOID THE BALL

As soon as the Chargin' Chuck here kicks his football, work your way to the right of the ball, then knock him off his perch.



SPECIAL WORLD



WAY COOL

The Way Cool course is another section of Special World that is very airy. You'll motor through this course by riding platforms that travel on rails. If you hit the correct Switches, you'll continue on a steady course to safety. If you don't, you may needlessly backtrack or end up in dangerous air space.

START



FLY AWAY

If you've managed to bring Yoshi along this far, you can collect his Wings here and instantly fly to a course-clearing Coin-filled area in the clouds.



MISS TWO, HIT TWO

As you ride the platform, ignore the first Switch and hit the top one in the next pair. Then hit the second one down in the next group to reach the sky pipe.



TO (C) ↑



↑ (B)



AWESOME

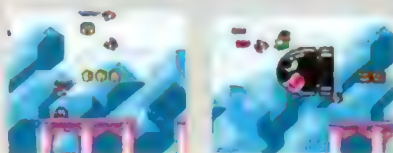
The super-slippery, incredibly difficult Awesome course is debatably the most challenging area in the entire game. You'll have to be fleet-footed and careful as you make your way over this icy land. There are Shell-kicking Koopas at the beginning who could cause your early demise and, near the end, Banzai Bills aim to knock you down short of the Goal.

START



STARMAN'S A MUST

Carry the P Switch to this area, then hit it and quickly climb up to the Block. You'll release an important invincibility-giving Starman.





↓
TO (A)

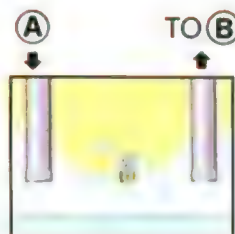


→
(C)

GOAL

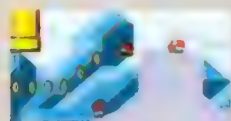


GOAL



(A)

TO (B)



KOOPAS KICK SHELLS

Koopas are never more difficult to get around than when they decide to take off their shells and kick 'em.



GOAL

GET A BOOST

The last Koopa Paratroopa plays a very important part in your attempt on the Goal. You'll have to jump onto its shell, then bounce off in order to reach the land on the other side. Wait for the power of the Starman to fade, then jump and jump again. Don't be frustrated if you miss. It'll take a lot of practice before you make it.



SPECIAL WORLD



GROOVY

If you've seen the demonstration that runs before you start playing the game, you've seen the opening of the Groovy course. There's a little bit of everything in this area and none of it will be too difficult for a player that has survived the Tubular and Awesome courses. Just take every obstacle as it comes and keep moving!

START



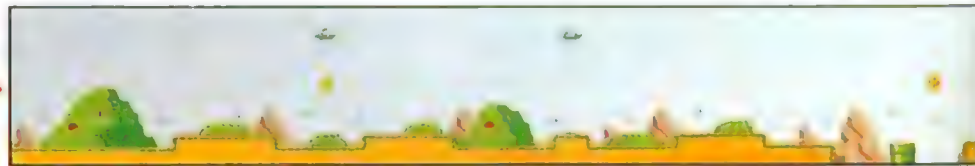
BREAK YOSHI FREE

There's a Koopa Troopa at the beginning of the course. Liberate it from its Shell, kick the empty housing and watch it hit Yoshi's Block.



TAKE YOUR PICK

There are Koopas of all colors in this area. Have Yoshi gobble up any or all of them and take advantage of your dino bud's special powers.



MONDO

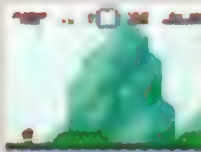
As the tide comes in and goes out the Mondo course, the water level changes, making it a sometimes land course and a sometimes water course. In most cases, you'll probably want to wait out the tide on high ground and travel when the water level is low. There is one area at the end, though, where you'll benefit from the upward mobility that you achieve in high water. Keep fighting and don't get soaked!

START



LOW TIDE DASH

You'll find an Amazing Flying Hammer Brother in this early section of the course. Wait until the Timer reaches 260 and the water level will be at its lowest. Then run and take on this creep with maximum mobility. If you wait for the tide to come in, you could easily get hit.



UNDERWATER BATTLE

Since there's no ground under this Amazing Flying Hammer Brother, you'll have a better chance of beating him when the area is filled with water. Wait for the tide to come in, then go for it.



JUMP UP FOR A 1-UP

If you're powered by a Starman, you can earn a 1-Up easily here. Just wait for all of the walking-cactus-like Pokeys to line up with each other, then jump straight up and knock 'em all out for points and a 1-Up.



CHASE STARMAN

Hit the Changing Block here and run after the bouncing item as it takes off across the course. Then collect it when it's a Starman and keep running invincibly through the Pokeys near the end of the course.



GOAL

WAIT FOR THE WATER

When the tide is at its highest between these two Pipes, you can pop the Block in the water from below and collect the 1-Up that emerges. When the tide is at its lowest, the Block will prove to be out of reach.



TO (A) ↓

(A) →

TO THE
GOAL

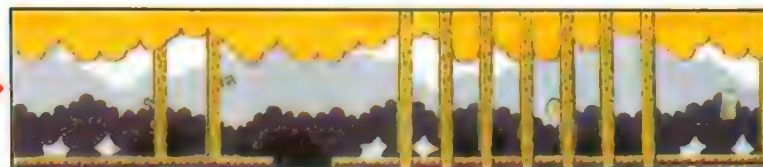
TO (B) ↓

SPECIAL WORLD



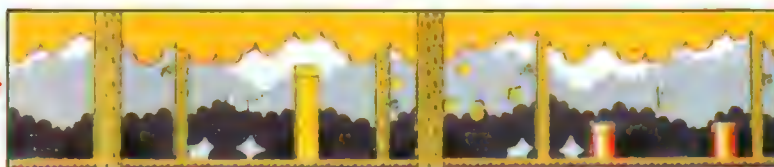
OUTRAGEOUS

You're in for another big challenge when you enter the Outrageous course on account of the large number of Bullet Bills and Wigglers that soar and crawl through the area. If you've got a Cape, you can fly over many of the dangers of the forest floor. But, watch for holes.



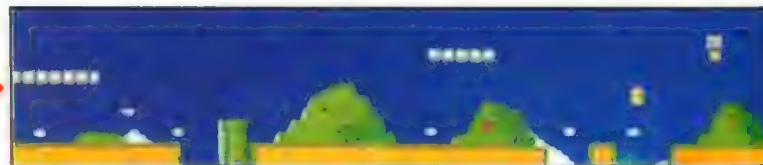
FLY OVER THE FOREST

There are Wigglers and small leaping Flames at the beginning of the course. Fly over them with a Cape.



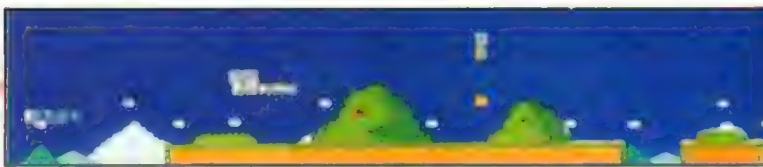
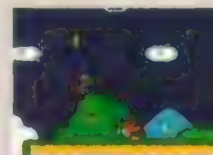
FUNKY

The Funky course is probably the longest one that you'll come across with the shortest amount of time available to clear it. You'll really have to tear up the tarmac in order to make it to the Goal. If you have Yoshi with you, though, you should take time to let him eat Green Berries. For every one of these funny fruits that he digests, you'll earn an additional 20 seconds. Once you do make it to the end, you'll go to the mysterious seventh Star Road.



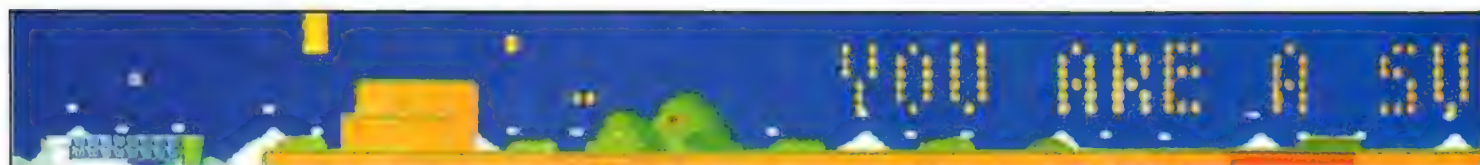
DROP YOUR DINO

Toss a shell straight up to make Yoshi pop out of the Block in the sky. Then hit the P Switch and he'll plummet to the ground.



TACKLE CHUCK

A very stubborn Chargin' Chuck blocks your way here. After you hit him, he'll stay in the same place and Super Koopas will fly out to back him up. Stomp him two more times and keep going.





TAKE IT WITH YOU

Pick up the Jumping Board in this area and carry it 'til you reach the tall Cannon.



HOLD THEIR FIRE

As has always been the case, if you stand very close to the Cannons, they will refrain from releasing Bullet Bills.



GOAL



SLAM THE SUMO

Spin Jump the two breakable Blocks here and hit the Sumo Bro. from below. Then release the Starman in the Blocks and run after it for invincibility.



TIME TO EAT

Take time to let Yoshi chomp up the Green Berries in this area and you'll benefit from an additional 20 seconds to go.



GOAL



SUPER MARIO SEGUE WAY

If you stay on the Special World map for a few minutes the music will change to a cool steel drum version of the original Super Mario Bros. theme.



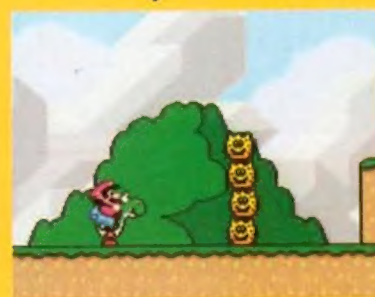
A NEW CAST

Once you have changed the characters in the land by traveling on Star Road 6, there's no turning back. Even the pictures in the credits will have changed to reflect



TOTEM POKEY

One of the only times that you'll come across the Super Mario Bros. 3 favorite Pokeys in Super Mario World is when you reach the Groovy course. Let Yoshi eat them up.



You'll encounter four Pokeys in one section of the Groovy course. Bring Yoshi along and have him swallow all of the sections of all of the Pokeys except for their heads. After a while, the heads will stack up on top of each other and form a four-headed totem pole Pokey. Talk about keen!



SUPER MARIOLOGY

MARIO'S WORLD RECORDS

While some enemies and items are plentiful, others rarely show up.

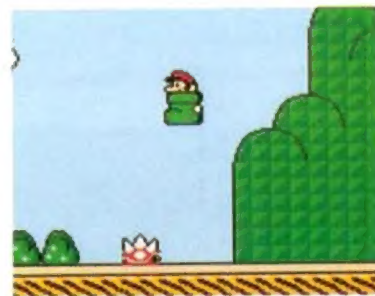
RAREST ENEMIES

The rarest enemy that you'll come across in any Super Mario game is the Walking Ptoie. This odd plant only appears once in World 7-8 of Super Mario Bros. 3. The second rarest enemy is the Yellow Koopa Troopa. You'll find three of them in Super Mario World.



MOST VALUABLE ITEMS

The most elusive item in the Super Mario series is a single article of a type that usually comes in pairs. Kuribo's Shoe is only available in World 5-8 of Super Mario Bros. 3. Maybe Kuribo still has the other one. Yoshi's Wings appear three times in Super Mario World.



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- How fast can Mario run?
- "Super Mariology" facts like
- Maps of all levels (74 at last count)
- how to go into a
- And a whole lot more!
- "cape-controlled" float

